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contents

CU AMIGA • MARCH 1995

Cover Feature

Pump it up! 22

Hook up to your hi-fi and video for brilliant sound and vision!

Another CU Amiga Magazine spectacular! Find out how to link your Amiga to stereo, TV, Video and other household electronic equipment to create your own audio visual studio. Our easy-to-follow guide will show you how to wire up your system without any major expense and show how to improve your Amiga's sound and picture quality! Wow!



Productivity

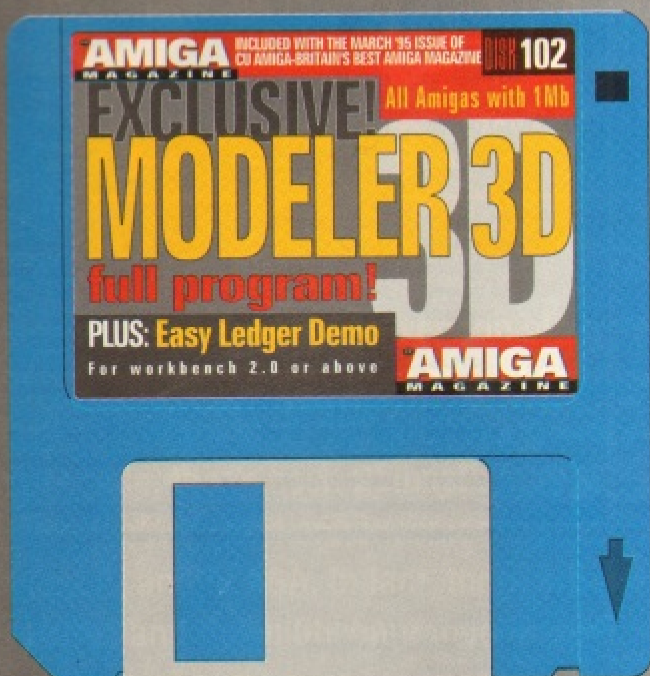
It's a hardware bonanza this month. Just about every type of hardware peripheral and upgrade gets a look-in. There's a modem, a genlock, a new Blizzard accelerator and a 24-bit graphics card. Added to this is a round-up of desktop speakers, a new monthly CD-ROM review section and a look at a Digita's impressive new database.

Get Serious





Coverdisks





Games

PREVIEWS

REVIEWS



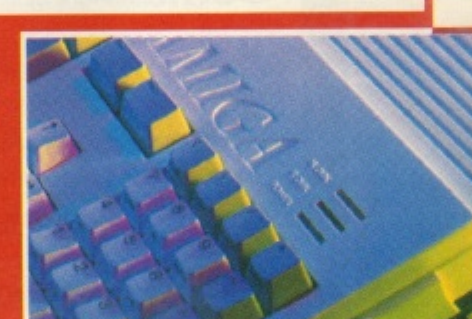
CD32



PLAYERS GUIDES



Competitions



Editorial



Despite the fact that the Amiga market is in complete disarray, some products seem to be doing extremely well. The fact that there is no official CD-ROM drive for the Amiga 1200, and a barely recognisable standard, hasn't stopped this business going from strength to strength in the last six months. And it's not just Amiga-based CD-ROMs that are selling well, PC ones too, containing clipart and fonts are also proving popular, while all main distributors of Overdrive and Zappo drives are sold out at the time of going to press. This development is encouraging from the point of view that the more cross compatible we are, the longer the Amiga will survive in what is becoming a more competitive market place. The Amiga remains serious value for money. See our CD-ROM round up on page 100.

It's almost time to order the birthday cake and give your Amiga a little pat on the keyboard. 1995 marks the birth of the Amiga – the A1000 was launched in the summer of 1985. We take a look back at the last ten years on page 30 and next month we'll be focusing on the future.

The nearest thing to *Doom* may be on its way at last. Team 17 have had *Alien Breed 3D* under development for nearly a year and we have an exclusive preview of it on page 42. Also featured in the games section, and well worth checking out, are *Bloodnet*, *Pinball Illusions* and *Clockwiser*. For those obsessed with *Sensi World* (and I know there are a lot of you) we've got some serious tips on page 17 and if you really fancy yourself as a *Sensi* expert check out the superb competition we've arranged with Renegade and Sensible Software on page 78. You could find yourself winging your way to Europe.

And more

Workshop

Advertisers' Index

Editorial

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TECHNICAL EDITOR: Andy 'where's Emma?' Leaning
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COMMS
You can contact Andy Leaning, via the Internet/Email CUAMIGA@cix.compulink.co.uk. Please keep email brief and to the point.

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DeluxePaint® V

THE DIRECTOR'S CUT



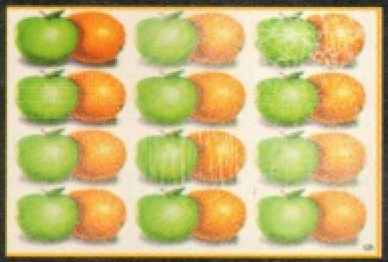
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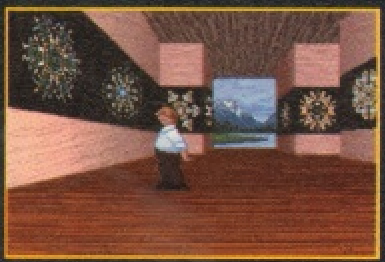
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For more information about DeluxePaint V, please call 01753 546 465, or write to Electronic Arts, P.O. Box 835, Slough, Berkshire SL3 8XU.

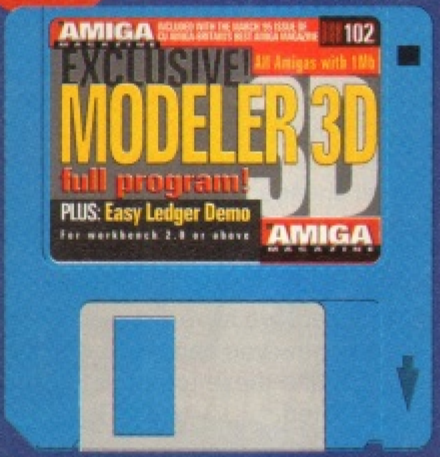
• DeluxePaint is a registered trademark of Electronic Arts. • DeluxePaint® V by Lee Özer and Dallas Hodgson ©1985, 1994 Electronic Arts • **Supports:** Amiga 500, 2000, 3000, 1200, 4000 (AGA required for 256 color and HAM8 support) • **RAM Requirements:** 2MB, 4MB highly recommended for 24Bit True Color RGB support, ARexx support • **System Requirements:** Amiga DOS 2.04 or greater

APPEARING ON AN AMIGA NEAR YOU FROM MARCH 1995

DISK 102

Digital Delight

From one of the authors of LightWave!



Want to try out £200 worth of business software for free, get a grip on the world of 3D modelling and boost your collection of ComicSetter clipart? Only a fool would say no. So rip off disk 102 from the cover of this magazine and tuck in!

Modeler 3D

With *Modeler 3D* you can explore the fascinating world of 3D object creation. Use it to gain an insight into how the stunning 3D images you see on TV, in films and in the pages of this magazine are built up.

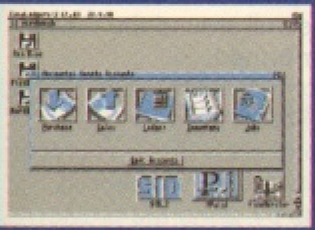
And if you've got *VideoScape 3D*, which we cover-mounted in November '92, you can even take the shapes you create and animate them! If you're lucky enough to own *LightWave* you can import your 3D models and render them in full 24-bit glory!

Easy Ledgers 2

Complex accounting made simple – that's *Easy Ledgers 2* in a nutshell. If you read the review of *Easy Ledgers 2* in the January 95 issue of CU Amiga Magazine you'll have a very good idea of what this impressive program is capable of. It allows you to manage every aspect of business accounting – from issuing invoices to maintaining stock records to tracking payments. Financial life has never been so simple with *Easy Ledgers 2*. Now with this exclusive demo you can try it out for yourself. Go on dive in.

If you liked our previous coverdisks – *ProCalc, ComicSetter, X-CAD* and *Directory Opus*, wait to you see what we've got lined up for the next few months. We've been working hard to bring you the best programs ever written for the Amiga. To avoid missing your copy we recommend taking out a subscription. Turn to page 123 for details.

Easy Ledgers 2 Reader Offer
SAVE £20



On coverdisk 102 you'll find an exclusive demo of the impressive accounts program *Easy Ledgers 2*. Full instructions for the program can be found on page 10.

If you find *Easy Ledgers 2* is just what you need you'll be pleased to know we've negotiated a special discount for all CU Amiga Magazine readers. Simply cut and fill in the coupon below and take it along to your dealer or send it to Wizard Developments, and you can save £20 off the RRP price of £199.95!

❑ Yes! I'd like to order Easy Ledgers 2 for £179.99. I enclose payment. Please send Easy Ledgers 2, the full version, to:

Mr,Mrs,Miss ....

Initials: ....

Surname: ....

Address: ....

....

Telephone Number (Daytime): ....

Payment method (tick box): ❑ Cheque (made payable to Wizard developments), ❑ Access/Visa

Please charge my credit card as detailed.

Credit Card Type: ❑ Visa, ❑ Access

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Send this order form with your payment to: Wizard Developments, PO BOX 490, Dartford, Kent DA1 2UH. Please allow 14 days for delivery, and seven days for cheque clearance. Price includes VAT and delivery in the UK mainland.

Bonus Clipart

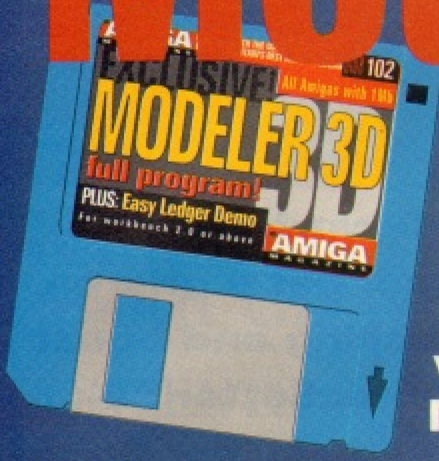
Yes there's even more clipart for use with the fabulous January *ComicSetter* disk. To use it just slip coverdisk 102 into your internal disk drive and turn on your Amiga.

Following the loading instructions on page 16. You'll now have a disk that contains a collection of pictures. You'll find all you need to know about using *ComicSetter* clipart in the *ComicSetter* manual from the January issue. These are standard IFF graphics files, so you can also use them with any other Amiga graphics program, such as *Deluxe Paint, Brilliance* or *MovieSetter*. For tips on creative use of the clips, turn to page 128 of this issue.



DISK 102

Modeler 3D



Explore the fascinating world of three dimensional modelling with Oxxi's Modeler 3D.

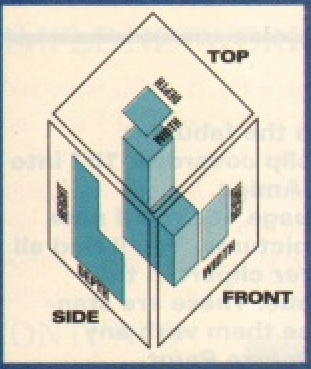
What is 3D modelling?

Have you ever wondered how the stunning 3D images that you see on TV, in magazines and films are created? Most people have heard of texture mapping and raytracing but these only add realism to the shapes already built. How are the shapes and forms underneath made up?

Now you can find out and have a go at it yourself. *Modeler 3D* on this month's coverdisk allows you to do just this. You can try your hand at building three dimensional shapes, and if you own *LightWave* or *VideoScape* you can render and animate them.

In the old days, special effects experts would have a model crafted in clay, or plastic. This would then be painted, positioned, lights would be added, and then the whole thing would be filmed. 3D modelling is the equivalent of building the clay model. But how can an artist sitting at a computer build the equivalent of a clay model with height, depth and width? After all a computer screen has just two dimensions!

Well in the case of *Modeler 3D* and just about every other modelling application, you are presented with three windows. These give you three 2D views from which a 3D shape can be visualised. Each of these views shows what you'd see if you looked at a 3D shape from the top, side and the front. If you're having trouble understanding this don't worry, everyone does at first. Take a look at the picture below, it will help you understand what's going on.



▲ Here you can see how the three views in Modeler 3D relate to a three-dimensional object.

Put the decompressed disk into the internal drive and turn on the Amiga. Now double click on the disk icon and then on the icon labelled M3D. After a few minutes the program will load and you'll see the three windows mentioned.

To give you a head start we've provided several sample files (3D objects) that you can load and experiment with. Let's load one. Click on the 'Open/Object' option from the 'Project' menu and then select the file 'F15.geo'.

Fighter plane

The three views will now show 2D views of an F15 fighter plane. These show the view from above, from the end and from the side. You can see what the object would look like as a normal picture by clicking on 'New Window','Preview'. A window will appear with a two colour image showing the plane. Clicking around the plane picture moves the view point in that direction, changing the view of the plane accordingly.

For the time being close the window. Let's have a closer look at our 2D views. In each window you'll see a collection of lines and dots. These are called points and polygons. Points form the reference points which you can move (vertices of shapes) whilst polygons are flat surfaces of colour, and can't be edited. When the 3D object is drawn, only the polygon surfaces will be visible. Imagine that the points are hooks hanging in space, all they do is provide an outline. Polygons are an elastic band stretched around the hooks, and the area enclosed by the elastic band is filled with colour – giving your outline substance and form. Moving the points will change the shape of the polygon (the band stretches to the new shape) but you can't move the lines making up the polygon on their own. You can however delete the rubber band. If you want a closer look press the ',' and '.' keys. These will zoom in and zoom out of the picture.

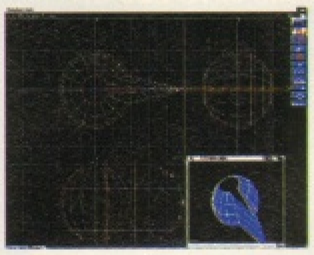
So, to recap, we have views of three sides of a shape (a fighter plane) and in each view you can see the points and polygons that make up the shape. Combine these together and an object with height, width and depth is created.

Editing points

But how do we edit the points and polygons? Down the left-hand side of the screen you'll see a row of icons. These provide basic object manipulation tools. The first icon, at the top, tells the program you wish to edit just the points. The one below it allows the editing of polygons (deleting them etc). The square below these is a volume mode that changes the number of points and polygons in an area defined by dragging out a square. Next is cut, then delete. The small black circle under these is an 'add point' tool, followed by the curve tool to create a polygon line between two points. After this is an icon to create a multi-sided polygon between many points. The last three tools allow you to move one or more points, whilst the cross hair allows you to scroll around the views. The final one will undo the last operation you performed.

To select points, click on the right-hand side of the volume tool, drag a box around the points or point and then select Points from the Edit/Select menu. Now click on the move tool and click where you want the points to be moved to. Try selecting some points on the aircraft wings and moving them. You can see the results by using the preview option covered previously.

Spheres!



▲ figure1: here we've created a globe, cut the top off and distorted one side out.

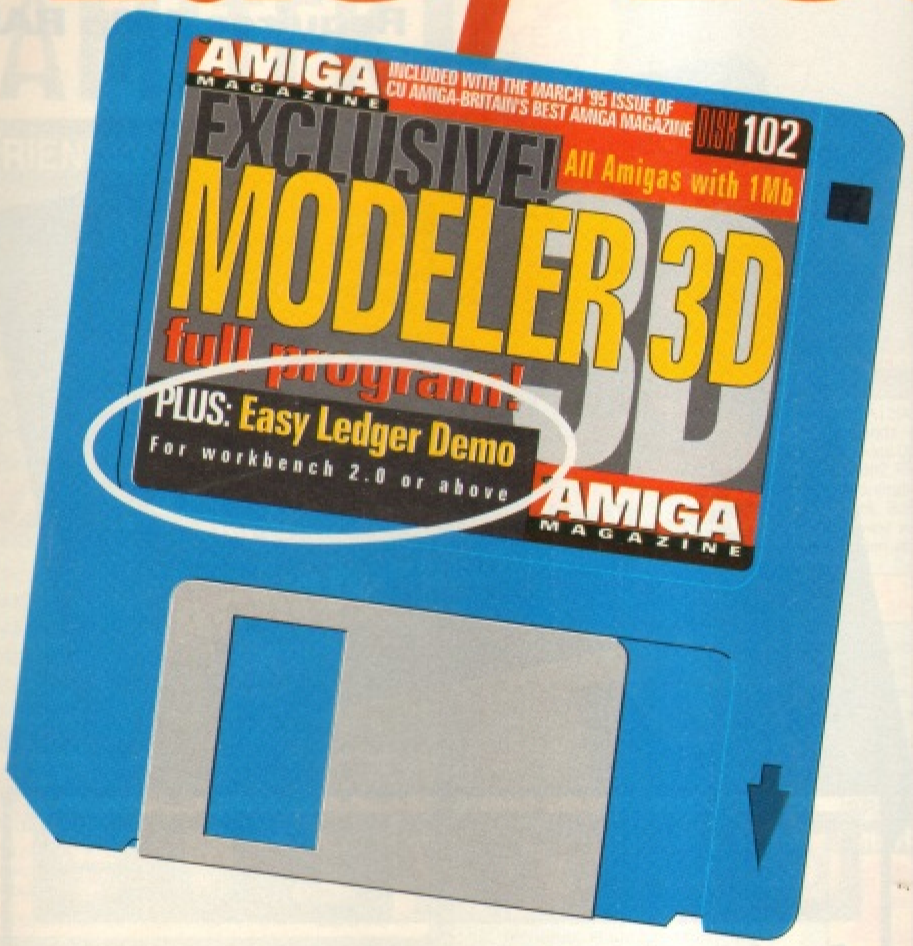
As an alternative to editing previously-created shapes you can also make your own. Select New from the Project menu. Now click on Sphere under the Generate menu and click on OK. A globe should now appear in all three windows. Highlight some of the points (the middle row on the right hand side in top window) and then move them to the right. Now click on the Polygon selector (the second icon down) and click in the centre of the globe in the top left hand window and press delete. This will remove the top polygons of the globe. Using a preview you should now see something like that in figure 1.

Using the other tools under the Generate menu you can create boxes, cones, tubes and other shapes. These can be moved so they join with existing shapes and edited to create new more complex shapes. This is essentially the world of 3D modelling.

Next month we'll have a look at how to build up and edit more complex models. Until then try experimenting with the other options in the program. Although it may seem strange at first, after a little while you'll soon get the hang of it. ■

DISK 102

Easy Ledgers 2

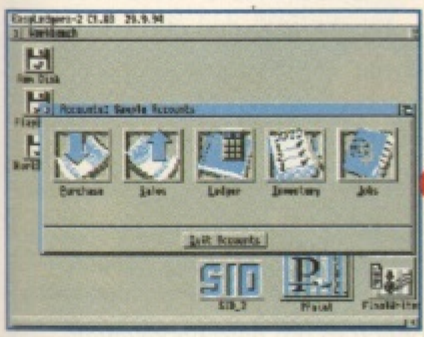


Try out the Amiga's latest accounting package from Coverdisk 102.

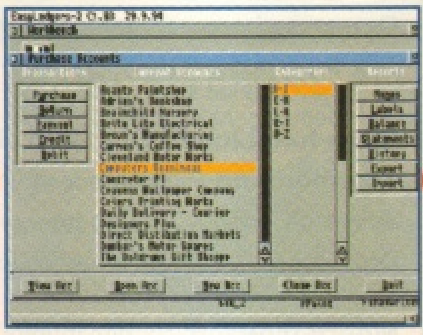
Easy Ledgers 2 is arguably the Amiga's most powerful and flexible accounts system, matching many of the heavyweights on other platforms. So good in fact, that it gained a massive 88% in our January issue's review. If you've ever used a computer-based accounts package before, you'll appreciate just how friendly it is. If you've only ever used manual systems you'll be in heaven. Even if you've never used an accounts package before it's worth a try, it might even be your first step on the way to a pay rise.

OPENING THE BOOKS

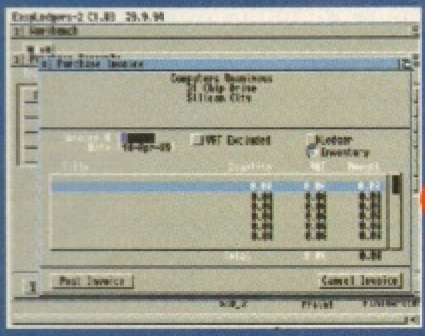
When you first load Easy Ledgers 2 you'll be presented with a simple start-up screen offering you four choices, although only Samples and Quit are enabled. Open Books and Create Books are both disabled in this demo version. Click on Samples to continue. You may see a window that tells you the country of the database is different to the system country. If so, click on Proceed. Now, to get the best out of this program follow the guidelines below ...



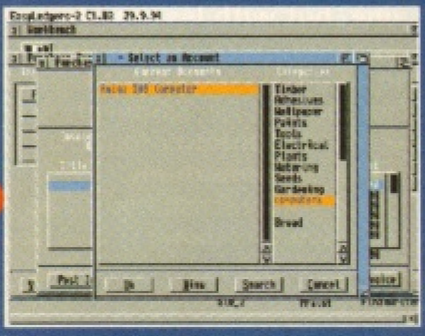
First you'll be presented with a row of five icons, as follows: ● Purchase: things your company has bought ● Sales: things your company has sold ● Ledger: the accounts equivalent of a statement ● Inventory: keeps track of stock ● Jobs: tracks the work you are currently doing.



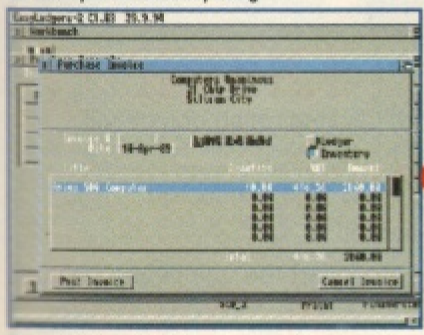
Next, click on the Purchase icon to enter the purchase ledger section. The central part of this screen holds a list of suppliers and their categories. Double clicking on any of the suppliers' names brings up their details. Couldn't be easier now could it?



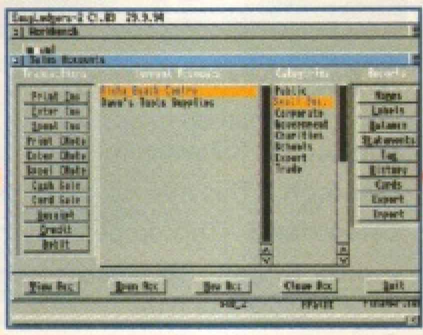
Once you've selected a supplier, try entering a purchase. Click on the Purchase button. Enter an invoice number, though the program is quite happy without one. The date on this demo version is set, but on the full version the correct date is automatically entered. Double click in the body of the inventory form.



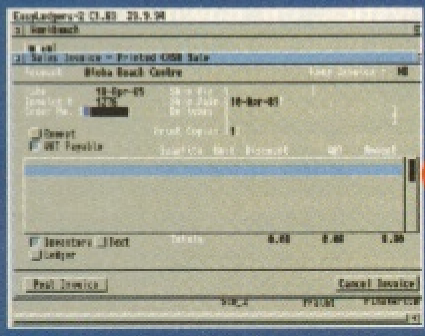
You can then select an item from the inventory to purchase. If you want to purchase something which is not in the inventory, go to the inventory book and enter the new item. Double click on the item you want, enter the quantity required and the purchase price. To complete the transaction, click on Post Invoice.



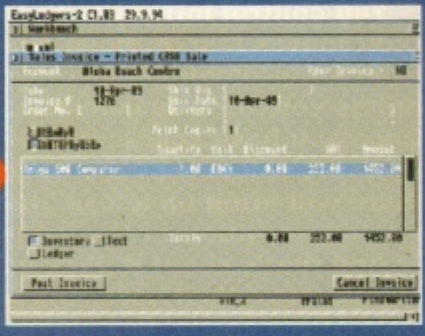
It couldn't be easier to keep your orders up to date and you can keep track of where you are outlaying your cash. By double clicking on the A500 blue bar you can enter any new items that you have ordered from a particular company.



Sales invoices work in much the same way. There are several ways of selling things: ● Enter Inv: this is for sales to customers to be billed at the end of the month ● Cash Sale: for simple cash sales ● Card Sale: for credit card sales



The Cash Sale option works in almost exactly the same way as the purchase ledger. Again you can keep track of where you are spending money and store other details such as the order number, VAT and so on.



Here's the final sales invoice with a profit margin on that A500 – if only real life were as profitable. There are lots more features left to explore, from stock returns to liquidity ratios. Easy Ledgers 2 has just about all you could want in an accounts program.

WIZARD DEVELOPMENTS 0322 272908

DISK 103

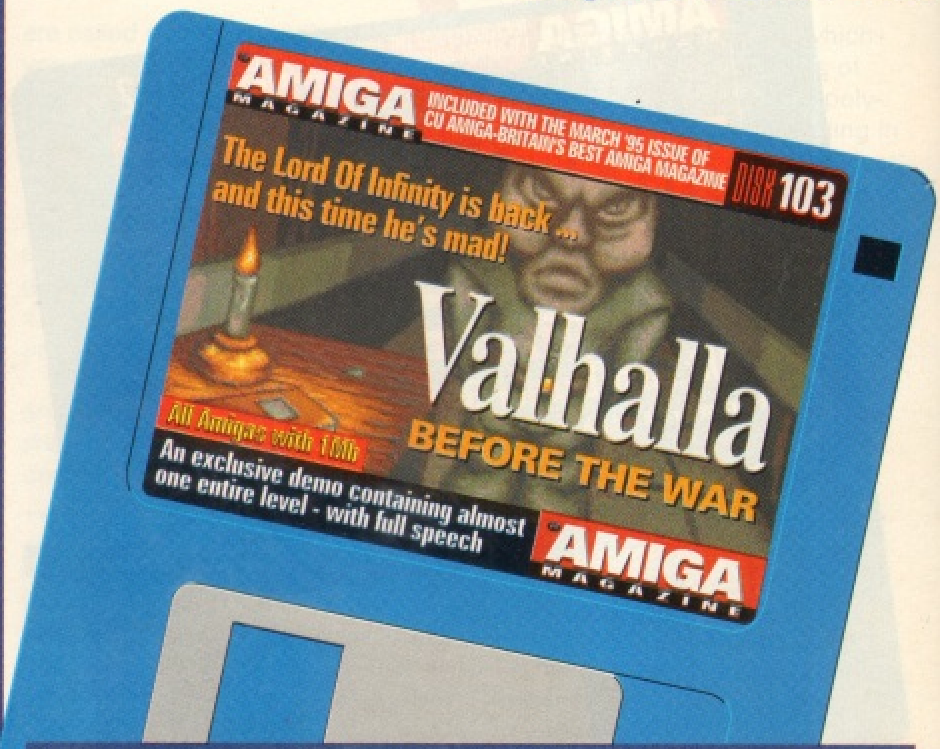
Valhalla - Before the War

By Vulcan Software

Requires 1Mb RAM

Last year we brought you almost an entire level of Valhalla And The Lord Of Infinity, now we bring you the prequel.





V*alhalla And The Lord Of Infinity* was all about a young prince whose father was murdered by The Lord Of Infinity, an evil dastard chasing the throne of the Kingdom of Valhalla. In it you played the prince and set out to defeat Infinity and reclaim the throne in the name of the old man. Before The War is actually the prequel to this event, taking you back to a time when the prince was just a nipper, the good King Garamond was King and Infinity was just a jealous brother.

Here the tables are turned and you play the part of Infinity himself, out to murder the king. We've got the most part of a level for you to try out, and all you need to do is pop the disk in your drive and reboot to play the game.

For those who've seen the first *Valhalla* this is more of the same, but with less rambling speech, a deeper voice, fewer traps and more involving puzzles. For those who haven't seen the original, you're in for an unusual treat. Before The War is 'The Second Ever Speech Adventure On The Amiga', which means that Infinity looks up and speaks to you when you ask him to do something.

And you will ask him to do many things because the key to the puzzles in this demo is all about looking at, picking up and using objects found on screen. There is an icon bar along the bottom which dictates Infinity's actions and a 'rucksack' icon bar along the top of the screen.

On the left-hand side of the screen is a potion power bar which is raised only when you drink a potion, on the right hand side is a strength icon which goes down if Infinity is hurt. When it reaches the bottom he dies.

You control Infinity with the joystick. Up, down, left and right moves him in those directions (you view the screen from a top-down perspective) while pressing the fire button brings you into the icon bar at the bottom of the screen. Once you have access to this icon bar, pushing the joystick upwards will access the rucksack and clicking on an object there will bring up a 'use' menu. See the box on the right for a full description of the icons.

And that's about it. Pick up everything you see, most objects have their uses, and watch out for holes in the tiled floor of the castle. Examining these may reveal hidden objects. If you are having real problems don't worry, we'll print a solution to the demo next month.



Action Icons

Click on the fire button to access this menu.

Compass icon – Clicking on this icon brings up a map of the level.

Eye icon –Looks and let's you know what's in the square in front of you.

Open hand icon – Pick up an object in the square in front of you

Spanner icon – Operate anything directly in front of you.

Joystick icon – Clicking here will exit the menu.

Disk icon – This disk contains load and save, which don't work in this demo, and restart icons.

Mouth icon – This limits Infinity's speech to the bare necessities.



The Rucksack

Press fire, then up to access this menu. Clicking on an object will bring up the following menu.

Eye icon – This makes Infinity examine the object selected.

Open hand – This drops the item selected.

Pointy finger – This makes infinity try to insert the object into the square in front of him.

Cup – Selecting this icon makes infinity drink the object selected, if possible.

Joystick – This icon exits the menu system.

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Details taken from models available MARCH '94	ANTI-CLICK	ANTI-VIRUS	ROBUST STEEL CASE	QUALITY SONY MECHANISM	TOP RATED CU-AMIGA MAY '94 90%	2 YEAR WARRANTY
AMITEK	✓	✓	✓	✓	✓	✓
CUMANA	–	–	–	–	–	–
ZAPPO	–	–	✓	–	–	–

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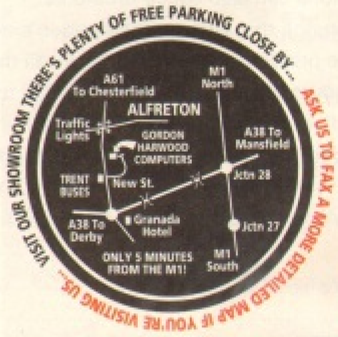
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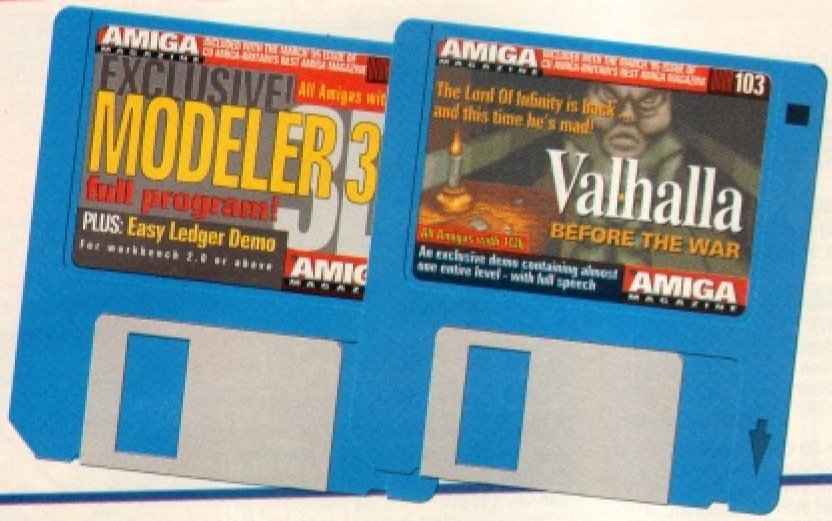
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coverdisks

How to load...



BACK IT UP!

Before doing anything with disk 102 we strongly recommend you make a back-up copy. This way, even if you accidentally erase the original, you've still got a back-up. Before starting this make sure you have a blank disk handy.

Making a copy couldn't be simpler. You can either use *Directory Opus* (given away with our February issue) or use the Shell.

- For *Directory Opus* users select the Diskcopy option from its Function menu. Click on the Diskcopy button. You'll be prompted to insert the source disk - the cover disk and then the destination disk - a blank disk. It will copy the cover disk for you.
- For users who missed last month's excellent coverdisk (you can still get it from our back issues department (tel: 0858 468888) you'll have to use the Shell. Boot with your Workbench disk and double click on the Shell icon - this will probably be in the System drawer. Now at the prompt type in the following line - exactly as shown:

```
DISKCOPY FROM DF0: TO  DF0:
```

and press return.

When asked for the source disk, insert the coverdisk 102 and press return. After a few minutes you'll be asked to insert the destination disk. Insert your blank disk. You may be asked to insert the source disk and then the destination disk a few times on some Amigas. Once finished type:

```
endcli
```

and press return. The window will now close.

IF YOUR DISK WON'T LOAD

We go to great trouble to ensure that the CU Amiga Magazine coverdisks will work on common Amiga models. However if you do experience problems follow this simple guide.

1: Remove all unnecessary upgrades and peripherals, such as printers and modems. Some trapdoor expansions can also cause problems.

2: Follow the instructions on this and previous pages exactly.

3: If you still experience problems loading the disk call the DiskXpress helpline on 0451 810 788 between the hours of 10am and 5pm Monday to Friday.

If they advise that the disk is faulty, fill in your details in the form below, and send this form, along with the faulty cover disk and a 28p stamped self addressed envelope to: CU AMIGA Magazine Disk Returns, DiskXpress, Unit 7, Willow Court, Bourton Industrial Park, Bouurton-on-the-Water, Gloucestershire GL54 2HQ.

NAME: ....

ADDRESS: ....

TYPE OF AMIGA OWNED: ....

DISK NUMBER: ....

DESCRIBE EXACTLY WHAT HAPPENS WHEN YOU TRY TO LOAD THE DISK: ....

....

WRITE PROTECT YOUR COVERDISK!

Compression is a wonderful thing. It allows you to cram large things into small places, in the case of the coverdisk it means that we can fit *Easy Ledgers 2*, *Modeler 3D* and *ComicSetter* clipart all onto one disk.

The one side effect of compressing them is that you'll need to uncompress the programs and files before you can use them. But don't worry – it's very simple.

First make a back-up copy of your coverdisk (see the panel labelled BACK IT UP). Next make sure you have three blank disks ready and your Workbench boot disk nearby. Now follow these simply instructions.

1. Insert cover disk 102 into the internal floppy drive of your Amiga and restart it, or turn it on. After a short while the Workbench screen will appear.
2. Move the mouse pointer over the CU 102 disk icon and press the left mouse button twice in rapid succession (called double clicking).
3: A window will now appear with three icons in it, one for *Easy Ledgers 2*, one for *Modeler 3D* and one for *ComicSetter* clipart. Chose one you want to and double click on it.
4: After a few brief minutes the Amiga will ask you to insert a disk in DF0:. Now replace the cover disk with your first blank disk. Please note that this disk must be write enabled (the small tab in the corner will be closed). Now press the return key.
5: When asked replace the coverdisk.
6. Repeat the process for the other icons in the disk window. Remember to use different disks for the different programs.

USING EASY LEDGERS 2

The *Easy Ledgers* icon will produce a disk containing a demo of this £200 program. To use it restart the Amiga with your Workbench disk in the drive. Once it's up and running insert the *Easy Ledgers* disk you made and follow, double click on the disk icon that appears. Now double click on the program icon and turn to page 11 for our guide to using it. Please note that the *Easy Ledgers* demo will only work on Amiga's with Workbench 2.4 or above. A hard drive is recommended.

RUNNING MODELER 3D

Follow the above instructions for uncompressing the disk. Boot with the uncompressed disk. Now double click on the disk icon and then on the M3D icon. Now run the program. Turn to page 10 for guide to using and understanding the world of 3D modelling.

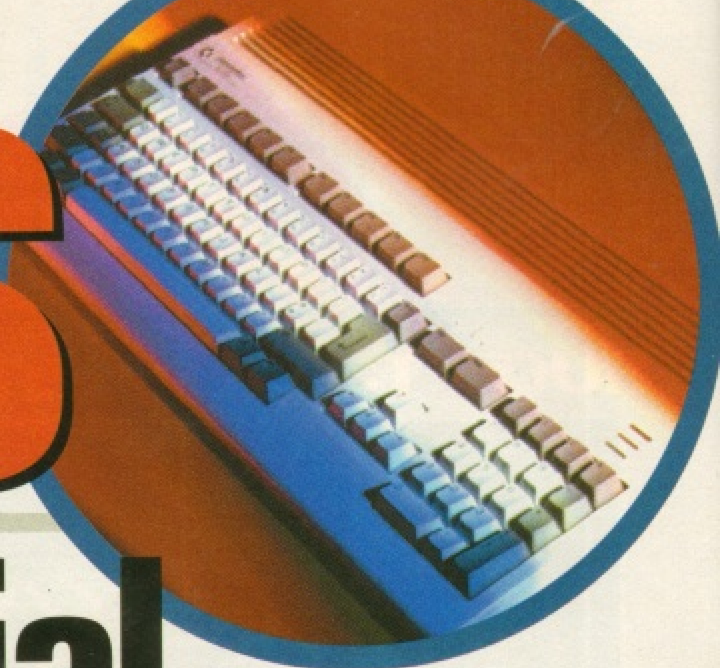
COMICSETTER CLIPART

Having followed the guide above you should have a disk containing new clipart for *ComicSetter* (given away with the January '94 issue). To use this clipart load *ComicSetter* and follow the manual (also given away with the January issue) for loading instructions.

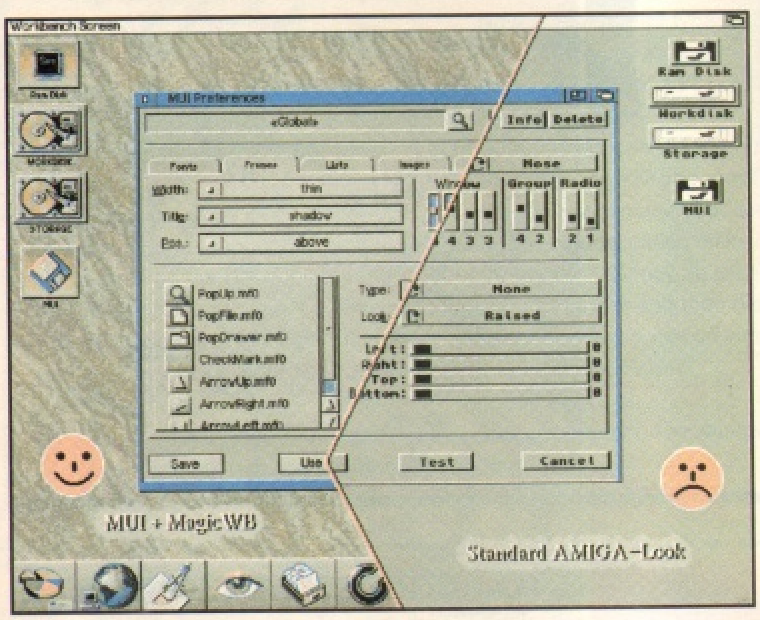
HOW TO PLAY VALHALLA II COVERDISK 103

To play this game demo for *Valhalla II, Before the War*, simply put coverdisk 103 into the internal drive of your Amiga and turn it on. The game will load and play automatically. Refer to page 12 for playing instructions.

News



New Unofficial Workbench?



▲ Magic Workbench – part of a new Workbench?

A group of Amiga developers are planning to develop a new version of Workbench in the absence of any further official Workbench updates, according to reports on the Internet. Exactly who would be involved and what the new Workbench would offer was undecided at the time of going to press.

Messages posted on Internet have asked for suggestions as to what features should be in the new version. Amongst the many proposals is that the PD utility *Magic Workbench* should be included as part of the release.

What is clear, however, is that even if no company is officially granted the rights to the Amiga, the worldwide Amiga development community will strive to ensure that the machine has a future, by continuing development.

CU Amiga Magazine will monitor this 'unofficial Workbench' and report any further developments as they happen. ■

100Mb Floppy Disks

Floppy disks with storage capacities of 100Mb are on the way. Fuji Film has developed a new 3.5" high density floppy disk. In addition to ultra high capacity it's also claimed that the new disks will be able to support data transfer rates some 30 times faster than existing floppy systems. But don't discard your old drives yet – the drives for these disks are still in development. Fuji Film are on 0171 586 5900. ■

GIF Tax

If you thought the council tax was unfair, you're in for a nasty shock. Electronic service provider Compuserve is to levy a GIF tax. The company introduced the GIF format in the late 1980s as a standard for image files, similar in concept to the Amiga's IFF system. Since then, anyone had been free to use the format for commercial or non-commercial projects.

Now, however, Compuserve has decided to charge commercial users and developers of software supporting the GIF format 1.5% of the cost of their software. This will almost certainly result in higher software pricing.

Compuserve is trying to get software developers to agree a contract subject to these terms. The contract is specifically worded so that only developers working on programs enabling access to the Compuserve network can use the GIF format.

In real terms this means that graphics software will have to be recoded to remove the ability to load and edit GIF format files, and users caught using software that does so will be liable for prosecution! Whilst Compuserve have already issued the contracts and stated that anyone breaking the agreement after 10th January 1995 will face a lawsuits, developers have other ideas. The GIF format is just one of many image formats supported by all major graphics packages for the Amiga, Apple MAC and PC, so the loss of GIF support will be insignificant. In almost all cases, the choice of IFF/ILBM, EPS or JPEG formats is sufficient. ■

Speedcom Goes V34

FANCY LEAGUE

Ever fancied yourself as a top football manager? Ever fancied going to Europe to see the team of your choice playing on their home ground? Well CU Amiga Magazine has teamed up with sister publication The One, Renegade and Sensible Software to give you both opportunities. Check out the competition which starting on page78 for more details.

The Speedcom+BF 28,800 baud modem has been upgraded to support the V34 protocol. V34 is the official standard for 28,800 baud modems. Until now the Speedcom modem has only been compatible with the popular, but unofficial, V.Fast standard.

The modem also supports group III and class 1 and 2 fax compatibility allowing it to send and receive faxes when using appropriate software (eg. *GP Fax* or *Trapfax*).

Available from Siren Software, the modem has a price of £199.99, which includes all the necessary cables, power supply, software and a 'getting started guide'. Siren Software are on 0161 796 5279.


The new upgraded Speedcom.


Panasonic come up trumps again with a new printer.

Panasonic Release New Printer

Panasonic have released a new colour 24-pin printer. It can print in resolutions up to 360x360, with speeds quoted of up to 250 characters per second in draft mode and 83 cps in letter quality mode. Emulation of the popular Epson LQ-860 means that it should work well with most Amiga software (Epson drivers are supplied with the Amiga) although no dedicated Amiga printer driver is supplied.

The RRP of the KX-P 2135 is £189, although Panasonic say that this should fall to around £150 when sold by dealers and mail order companies. Call Panasonic on 0500 404041.

SPORTS GRANDSLAM!

Grandslam have released two new sports games. *ITS Cricket* offers a Five Day Test Match with nine countries available – now's your chance for revenge against Australia (or a chance for our Aussie readers to rub the salt in)! Among the game's more notable features are digitised player graphics, individual player profiles and playing statistics, digitised sound and music and "realistic" match commentaries. However, cucumber sandwiches and tea don't seem to have been included.

Compatible with all Amigas, the game also supports hard drive installation. There are options for saving the game, and some form of future expansion disks are planned.

Nick Faldo's Golf Deluxe Edition for the CD32 is Grandslam's second new release. This apparently improves upon Nick Faldo's Championship Golf. New features include detailed 256 colour graphics, training sessions based on Nick Faldo's videos and two full courses to play.

Both games should be ready for review next month but in the meantime Grandslam are available for more information on 081-680 7044.

Amiga Hotline

Commodore UK have set up a hotline to let eager Amiga owners know the state of the buyout. On dialling the number (0628 779655) a regularly updated prerecorded message is played. The answerphone message states that it is the official newsline for Amiga UK. No mention is made of Commodore or Amiga International, which everybody was expecting the new Amiga company to be called.

When CU Amiga Magazine called the number in early February it stated that "The UK management team expect a purchase contract for the worldwide assets to be signed with the liquidator very soon." It went on to say that the bidding process would then be started, which will take a month.

If all goes according to the UK management's plans, CU Amiga Magazine would expect Amigas to start appearing shortly after Easter '95.

New Amiga Show

Amiga product suppliers Gasteiner are organising another Spotlight Amiga Show. It will be a showcase event for serious Amiga products, with distributors, developers and manufacturers from across Europe turning out to demonstrate and sell their hardware, software and peripherals. It will run over the 10th and 11th June 1995 at the Novotel Hotel in Hammersmith, London.

The last Spotlight show was reported to attract over 4,000 visitors. Tickets will cost £5.00, advanced bookings can be made on 0181-345 6000.

NHL still a possibility

Despite reports in the trade press that Ocean are pulling out of the Amiga full price market after *TFX* is released, Marketing Manager Neil Critchlow, has not discounted releasing NHL Ice Hockey, an Electronic Arts licence which Ocean still hold an option on. 'No final decision has been made yet ... much will depend on the overall performance of titles like *Jungle Strike* and *PGA (European Tour)*. We will, however, continue to support the Amiga with hit Squad products." NHL was snapped up in the same deal as *PGA European Tour* and *Jungle Strike* last Autumn.

Not so Simple Simon

Simon the Sorcerer 2, originally scheduled for release this Spring looks as though it may be put back until the Summer. The game is now being developed across several formats, and is being designed from the outset to have full sampled speech, unlike the first instalment. Text only versions will be released later. This means that we may see the CD32 version first. More news soon.


Photogenics - Copy
Controller.jpg
OctaMED Profess
Play Song
Play Block
STOP
Edit

PUMP IT UP!



Your Amiga is a very powerful machine. Powerful enough to be the centre of a vast, pulsating network of audio visual equipment. Round up all the electrical gear you can find, and the odds are you'll be able to hook it up to your Amiga (washing machine excluded). Here's Andy Leaning's guide on how to become a control freak.

Most Amiga users have their Amiga linked up to a TV or monitor, and sometimes a stereo. This will give impressive pictures and reasonable sound. But with the right connections, using a normal household TV, stereo, and a few cables you can vastly improve the quality of your sound and vision. Add a few low cost peripherals and a video to the setup and you suddenly have a great source for sound sampling, genlocking, frame grabbing and much, much more.

Add in some other black boxes (a camcorder perhaps, a satellite system, an S-VHS video recorder or if you're lucky, a DAT recorder) and you're plunged into the world of professional audio visual production without too much effort. You don't necessarily need state-of-the-art equipment either. You can get away with the most modest of setups if you know how.

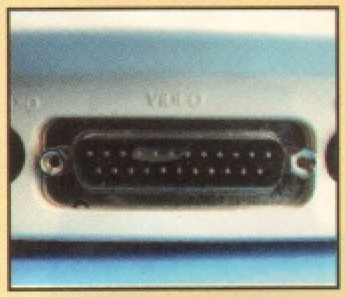
Over the next four pages we show you how using two possible household systems you can transform your Amiga. The first one is CU Amiga Magazine's test system for when we review sound samplers, genlocks and other audio-visual equipment. This features a Toshiba wide-screen TV, Sony MHC-7900 Dolby surround stereo, an S-VHS video recorder, a camcorder, a DAT (Digital Audio Tape) recorder, a Nokia satellite system and a Fostex X26 which is a very handy audio mixer, combined with a multitrack tape recorder. We've also thrown in a satellite system as these are fairly common. Our back room can get a little noisy in the evenings. The second is a more typical home system, featuring a small TV, video and hi-fi. Read on for our step-by-step guide to pumping up your Amiga.

What else but an Amiga?

One of the Amiga's key advantages over other home computers is that it's ideal for interfacing with other electronic equipment. And you don't need to spend a fortune to do so. Take the standard Amiga 1200 seen here for instance and compare it to a PC system.

Start with the TV. Most households have a TV, and sure enough you can connect the Amiga to a normal TV using a standard RF lead, more commonly known as an aerial cable. What about a PC? Well you'll need a dedicated monitor. You could buy a modulator card but it will cost you.

Next up the stereo. PCs don't have great sonics, so you'll need to buy a sound card. To interface a PC to a video you'd need some rather costly video cards and then a genlock, unlike the Amiga which has great video sync circuitry built in! With the Amiga £35 is enough to get you on the road to 8-bit sound sampling, which contrary to popular belief, can be good enough for professional work.



TV:

Most people link the TV to the Amiga using an RF cable. However ,many TVs also have scart input. This is a 'D' shaped connector on the back of the TV. If your TV has a scart connector (also known as a Euro-connector), this can give you a drastic improvement in picture quality. Get a lead to go from your Amiga's RGB port to the scart connector for the best results. You may have to go to your local Amiga dealer, as this is a rather specialist cable. Otherwise, you can connect with a composite video to scart lead, taking the video signal from your Amiga's composite video output socket (A1200s only).

If you wanted to you could also invest in a chromakey unit for more sophisticated video effects (like the weatherman standing in front of his computer-generated map). A chromakey replaces all occurrences of a chosen colour in the video source with the output of the Amiga or any other video source.

Satellite receiver:

Similar to a video recorder, a satellite receiver will give you access to a massive selection of images and films from which you can capture still frames or animated sequences.

Warning: digitising any sound or pictures is technically an infringement of copyright (as is recording a program from the TV onto video to watch at a later date). This is not a problem unless you intend to distribute the recorded data. If for example, you were to grab a sound or a picture, and use it in a production of your own, you would first have to gain permission from the copyright holder of the original sound or image. Otherwise you could be subject for prosecution for copyright infringement.

Video:

Earn yourself a fortune! Get a camcorder, and a video recorder. Plug the camcorder into a genlock, the genlock to the Amiga, add captions and offer yourself as a wedding video producer. You can then produce several copies of the video and sell them for £10 a time to different members of the happy couple's family. Think of the number of guests at a wedding, most of who will probably want a copy – you'll be laughing all the way to the bank! Alternatively, if you've got a large wodge of spare cash lying around, invest in a DPS Par Card. This is a board that works like a digital video recorder, inside your Amiga.



DAT recorder:

Recording to analogue tape is OK, but it won't give you the best quality recording. This is where a DAT recorder comes in. Connecting one of these to either your Amiga phono outputs or the mixing deck will provide perfect CD quality recordings, which can be used as master tapes for duplicating CDs, tapes and vinyl. The DAT recorder pictured here is the new Tascam DA30 Mk2, which gives extremely high quality recordings. It's available from Teac UK (tel: 0923 819630) priced at £1,299. We'll have a full review of it soon. Prices for portable DAT recorders start at around £450.

Mixing deck:

If you're serious about music, you could do with getting a mixer. The one pictured here is a Fostex X26 Portastudio. This allows you to record up to six sound sources at once, with pan for each and overall treble and bass control. The built-in tape deck allows for four separate 'overdubs' to be made, which is particularly handy if you play any live instruments. Obviously you can't play a lead guitar and bass guitar at once, so this lets you record one part, and then go back and add further tracks. This also has the advantage that in effect you can multiply your Amiga's four sound channels to 16! Portastudios such as this start from around £250.

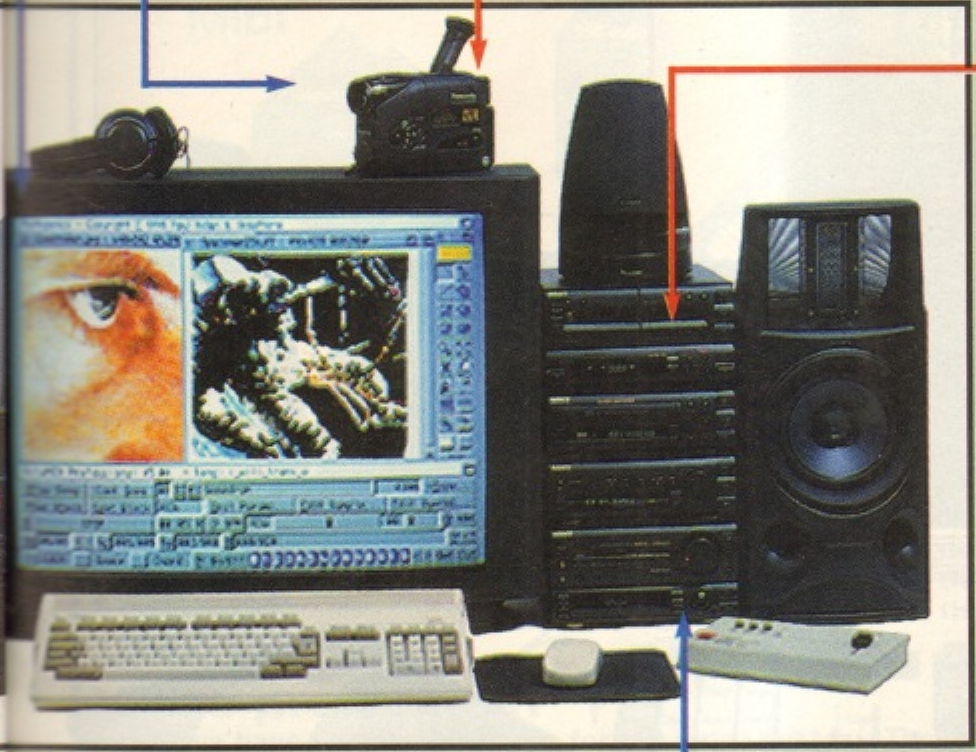
Camcorder:

You can overlay Amiga text and graphics onto any video picture, and then record the combination to a normal video recorder. A typical use would be adding captions to a wedding video. In our test we linked the camcorder to the Rendale 9402 S-VHS genlock, then recorded the output to the video. The camcorder input goes into the genlock, as does the Amiga input (from the video port). An output then goes to the video, and from the video onto the TV. Using a program like *Scala*, or perhaps *DPaint*, you can then create titles and pictures which appear over the top of the images coming from the camcorder.



Camcorder:

Adding a camcorder to your setup has plenty of advantages. Whether you want to shoot home videos and overlay Amiga-generated titles, if you fancy making entertainment films, or want to produce your own music videos, a camcorder is the way to go. This will also give you the opportunity to grab moving or still images into your Amiga, which you can then manipulate however you like with the computer, using software such as *VideoTracker, Deluxe Paint* and *Image FX*. If you use a 3D rendering package, such as *Imagine, Real 3D* or *LightWave*, you could even digitise your own texture maps for use in your 3D animations. For example, digitise your face, and you could wrap it onto the head of a humanoid model in your 3D program for a photo-realistic 3D animated computer clone of yourself! We recommend ProGrab 24RT as a good cost-effective video grabber. ProGrab 24RT is available from Gordon Harwoods for £129.99 (tel: 0773 521606).



Stereo:

A home hi-fi is a good source for sound samples. You can sample from any sound source, as long as you have the right connector cables. Your best bet is to get hold of an 8-bit sampler cartridge such as Megalosound, which is available from HiSoft (tel: 0525 718181) priced at £34.95. This will give you access to any sound you like, which can be sampled into the Amiga, and used in a wide variety of music, animation and programming packages, such as *OctaMED, ProTracker, MovieSetter* and AMOS. These sounds could be used for music alone, or combined with footage shot with that camcorder.

Aura is a 12-bit sampler which gives better sound quality, but is only compatible with its own editor software and *OctaMED 5.04* and above. Aura is also available from HiSoft, priced at £99.95.

S-VHS video recorder:

A good source of high quality video footage. An S-VHS video recorder gives dramatically better quality output than a normal VHS video, partly due to an increased number of lines that make up the picture. Most S-VHS recorders will also freeze frame with greater stability than a standard VHS video. Link it to your Amiga through a frame grabber. The results can then be processed in any standard Amiga paint package or saved as an animation in a similar manner to that done with a camcorder.



Most good video equipment has a Scart interface on the back. Using an Amiga-to-Scart lead with such TVs etc will dramatically improve the picture quality.

Stereo:

To get the best out of your Amiga's sound capabilities, connect the audio outputs of the Amiga to any spare phono inputs on the stereo. If you don't have a spare set of inputs use the CD/AUX inputs. Select CD/AUX on your stereo or amplifier, and the Amiga's sound will be channelled through your hi-fi system. Once you've done this, you can also record the sounds (assuming your hi-fi has a tape deck). Just follow the normal procedure for recording CDs. Alternatively you can link the phono outputs of the Amiga directly to a tape deck or mixer.



Having just about every type of hi-fi gadget and the best video equipment may be a possibility for winning lottery ticket holders, but what about us normal people? We've got a humble little stereo, a cheap 14" TV and a video. Surely, there can't be much we can do? You'd be surprised...

Hi-fi:

Link your Amiga to a spare set of inputs on the hi-fi or use the CD inputs. It won't do much for a word processor or spreadsheet, but your games will take on a whole new dimension.

If you don't have a hi-fi you can still get stereo sound. There are large number of desktop size 'multi-media' speakers that you can add to your setup. As it happens we just happen to have a round-up of such speakers on page 94.



Video:

You can use a VHS video for grabbing either single frames or sequences of film, which can then be used in an Amiga animation. The quality won't be as good as that possible with an S-VHS video and genlock but it will still be very passable.

Many videos also have phono outputs for the sound. Using these you could connect the video to a sound sampler and have sound clips from any film you want – Terminator, Alien, Star Trek here we come!



Cables

If you've got more money than you know w to do with (send it to us!) you might want t consider investing in leads and cables with connectors. These will improve the quality your audio and video recordings and displa They work on the principal that gold has a l resistance, ie the electrical signals can easi pass through them. You'll have to be prepa to pay a lot for them – they are after all ma from high quality material.

Another option to consider is shielded ca Many phono cables, particularly those bun with stereos, are not shielded. This means t interferences from can affect the signal.



Tip:

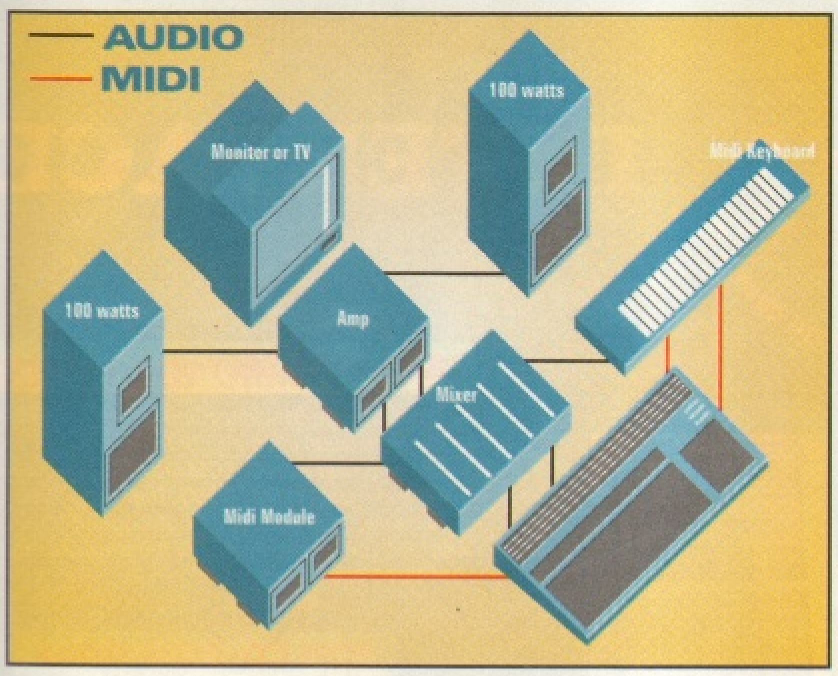
many new stereos have sound processors built in, to simulate the effects of hearing music in large halls, clubs and so on. Try playing your Amiga games with different sound processor settings.

Get Yourself Connected

Here are two example set-ups: one for music production, and the other for video production, to give an idea of how everything connects up. You could go on adding extras to both systems for almost as long as your bank balance held out.

Music production

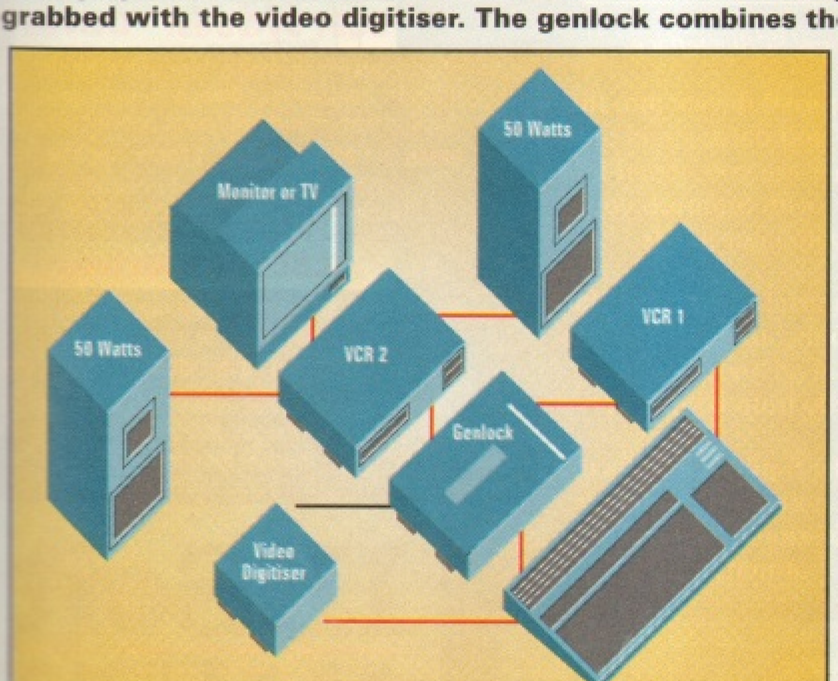
Our example music setup is fairly basic, but would still be very powerful. At the centre of it all is the Amiga of course. This controls the MIDI keyboard and the MIDI module. These are connected to the Amiga through a MIDI interface. With a sequencer program running on the Amiga (Music X or OctaMED for instance), you could record separate passages of music from the MIDI keyboard into the computer, which could then be combined into one piece. You could also use the Amiga's internal sampling features for more sounds, and an optional extra MIDI module or drum machine.



All of the sound sources are then fed into the mixer. Volume levels and other details can be adjusted from the mixer, which channels all of the sounds through a single stereo output. This stereo signal passes through the amplifier, and on to your loud 100 watt speakers. The most important thing we've left out here is an analogue tape or DAT recorder. This would be connected to the mixer in the same way as the amplifier.

Video production

Again we have a simple example for the video system. The Amiga supplies all of your graphics, animations and titles. This could include digitised sequences, grabbed with the video digitiser. The genlock combines the output from you Amiga with the pictures coming from VCR 1 (VCR 1 could possibly be a camcorder or a home video recorder).



The combined pictures from the genlock and VCR 1 pass through VCR 2, which records them to VHS video tape. The picture and sounds are then output to the monitor or TV, and the speakers. 50 watt speakers are sufficient for most video production work.

What's that plug for?

Here's a list of the kind of inputs and outputs you can expect to find on most TVs, hi-fis and videos. Although you may not want to get everything connected at the moment, it's worth thinking ahead, and getting gear with a good range of relevant ins and outs is most advisable.

Video Equipment

Scart connectors are the most important things to look out for when buying video equipment. Linking up systems (and not necessarily just the Amiga) via Scart will improve picture quality dramatically. If buying a TV find one with as many Scart inputs as you can find. After all you'll want Scart input for the video, the Amiga and a satellite receiver if you decide to connect them all.

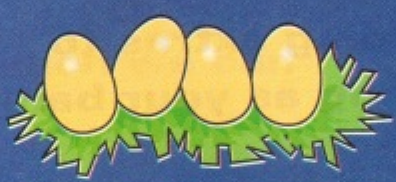
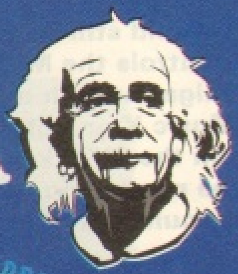
Amplifiers and stereos

If you're buying a stereo or maybe upgrading just the amplifier, try to get one with as many different phono inputs as possible. If you've got a good sound system, you may as well take full advantage of it by linking up your video, computer, games console and who knows what else will turn up in future. Buying a stereo with just a few inputs may save you money now, but in the long run you'll almost certainly regret it!



Tip:

if your TV doesn't have a Scart input you can still improve picture quality by using the Scart input of the video (which will almost certainly have one) and then link the video to the TV in the normal manner using the RF cable.

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the neat Squirrel SCSI interface

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All HiSoft products (see the complete list below) should be available through your favourite Amiga dealer. If you have difficulty in obtaining any title you can order directly from HiSoft - just call us free on 0500 223660, armed with your credit or debit card; we will normally despatch within 4 working days (£3 P&P) or, for £6, by guaranteed next day delivery (for goods in stock). Alternatively, you can send us a cheque or postal orders. All prices include VAT. Export orders: please call or fax to confirm pricing and postage costs. © 1995 HiSoft. E&OE.

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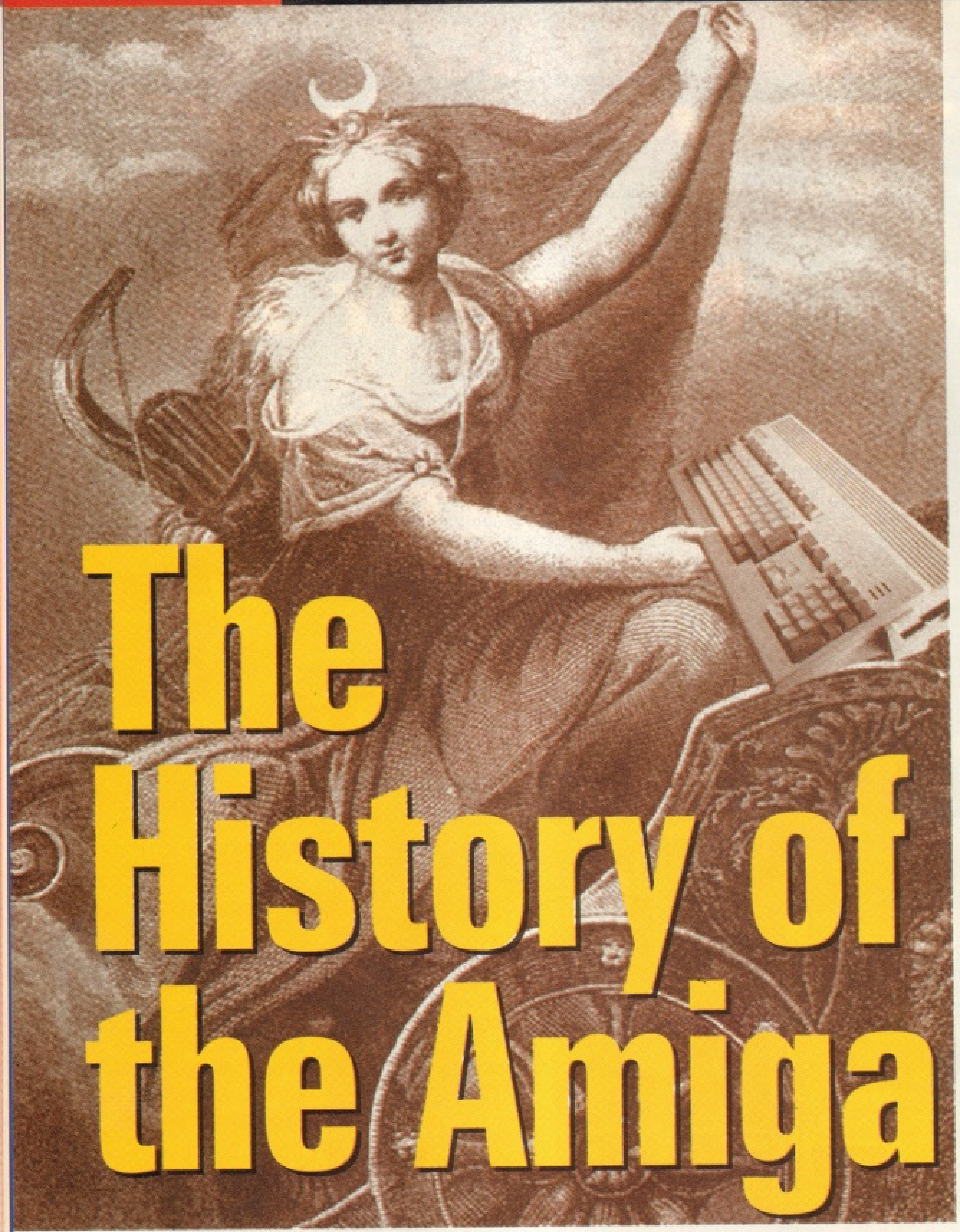
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The History of the Amiga

1995 marks the 10th birthday of the Amiga. Throughout the year CU Amiga Magazine will be running articles celebrating the Amiga. This month we kick off the year with a look at the last 10 years of the Amiga and the start of a two-part competition to win one of six new A1200s.

1982

The year was 1982, and the Atari VCS was the game console of choice. The stubby joysticks, the version of *Space Invaders* with 99 variations: we lived in excitingly technological times as we waited for our 16k ZXSpectrums.

Meanwhile, in America three dentists had $7 million burning a whole in their white pockets, and wanted to invest in the crazy video games business that they heard was making so much money for companies like Atari. They formed a company called Hi-Toro, which later changed to Amiga, and took on Jay Miner and Dave Morse. Jay was the brains behind the custom chips in both the Atari console and home computer: he knew that a fancy processor wasn't enough. RJ Mical, an ex-employee of Williams (the arcade games people behind Defender), joined the team to handle software.

The plan was to create the ultimate games console, code-named Lorraine. The design specifications were simple: Lorraine was to include graphics and sound effects which were state-of-the-art. In Silicon Valley, while Amiga built joysticks as a cover, the designers got busy.

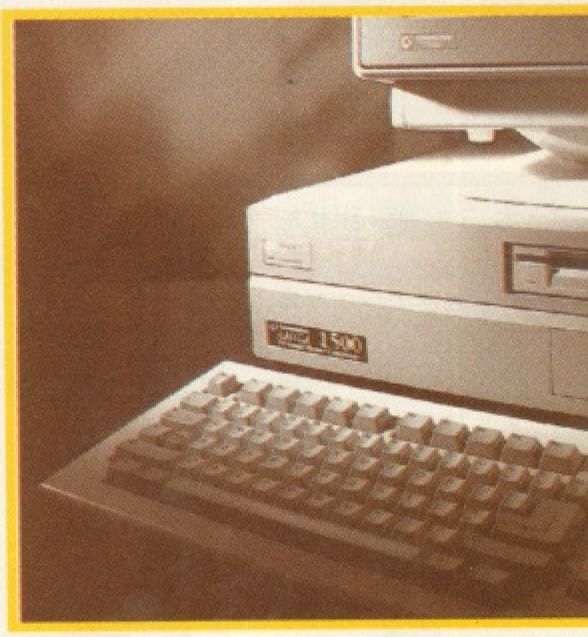
However, something wonderful happened and somewhere along the line, this killer games console started to sprout some odd additions: A disk drive on a games machine? A keyboard connector? Parallel and serial ports? A modem? There was even a hardware PC emulator and digital telephone answering machine in the pipeline.

1983

Although the custom chips hadn't been finished, and only existed as a pile of stock chips and wiring, the heart of the machine was ready to be shown at the CES Show in January 1984. Although hidden behind a partition, visitors passing up nearby escalators saw glimpses of an amazing machine: the Boing! demo was unlike anything anyone had ever seen before.

Unfortunately this all happened at the tail end of the First Home Video Game Boom. Even Atari had made a few expensive mishaps and had been bought by an ex-Commodore employee Jack Tramiel. Amiga too was in trouble, and needed external investment. The decision to add computer interfaces to the original Lorraine

The A1500 – by far the lowest cost way of getting big box Amiga power. The A1500 proved tremendously popular with UK Amiga fans.





▲ The A600 attracted many fans thanks to its compact size.

now looked like a masterstroke: the First Home Computer Boom was only just beginning.

Atari's Jack Tramiel wanted a home computer, and could see what the Amiga team were capable of. He lent Amiga half a million dollars while they negotiated share prices. However, Tramiel knew Amiga was in trouble and didn't want to play fair: Amiga wanted $2 a share, Atari offered half that. Amiga wanted $1.50, Atari offered half again.

With only a matter of days before they would have to accept the Atari offer, the Amiga team were in despair – until out of the blue came a call from Commodore Business Machines. Commodore bought the shares at $4.25, and invested over $25 million in Amiga.

1985

Commodore-Amiga made some changes to the Lorraine (the modem vanished, memory was doubled to 265K and double sided disk drives included as standard), and in June 1985 the Amiga 1000 was launched at the Lincoln Center in New York, with the aid of Debbie Harry and Andy Warhole.

The Amiga 1000 was an amazing machine. Gone was the pretence of a games machine, this was a Workstation. With a modern PC-style case which could house the external keyboard underneath and that rainbow coloured tick badge, it looked special. There was a two button mouse, a 14MHz Motorola 68000 processor, 256K memory expandable to a whopping 512K and a graphics display which could not only be genlocked but also offered a dazzling 4096 colours on-screen at once. And as for the operating system: no-one had seen a graphical orientated multitasking interface like it, and still today there isn't anything like it. Heck, the Amiga even came with digital sound and speech synthesis. So, by September this $1000+ machine was shipping to wide acclaim.

1986

The Amiga 1000 was cool, but it was also expensive. Work started on the successor, the A2000. Two teams, one in America and one in Germany had designs, but the German A2000 version was the one that succeeded.

The Vic 20 and Commodore 64 were popular in the UK, although there were hundreds of other contenders for the title 'best home computer' including Amstrad CPC, Memotech MSX, Sord M5, Dragon, Lynx, Enterprise, Jupiter Ace even the Spectrum was still going strong.

1987/88/89

The A2000 and A500 were launched. The A2000 came in a huge box, with many internal expansion slots: aware of the growing dominance of the IBM-PC clone, it was even possible to fit a special 'bridgeboard' and use PC style expansion cards.

The A500 was launched in the UK on the 12th June, and did away with the expansion slots (besides a 'trapdoor' memory and an expansion port on the side) to form a complete, single box unit. It sold for £587, and against its deadly rival the Atari ST it looked over-priced, but extremely well tooled-up.

All through 1987, and for a few years after, the Amiga / ST wars raged. The ST's processor was slightly faster, but the Amiga had the custom chips which gave it the edge. Initially Amiga games software were simply Atari ports, which gave the false impression that both machines were identical: but the ST was cheaper.

Eventually, as more games were specially written, and the first of the unique graphics and sound utilities came along, it was recognised that the Amiga was the better machine. Sales shifted in the Amiga's favour, and the Atari – despite various updates to the ST – lost the war.

The first Amiga virus programs started to appear, although at first many refused to believe they existed, whilst others went to their doctors for inoculations.



▲ No not a CD1200, but an A570. Commodore's first CD-ROM drive. Compatible with the A500s the A570 gave Amiga owners access to mass storage at a low price.

1990/91

Overdue it may have been, but the A3000 was launched with the all-new Workbench 2. Out went orange and blue operating systems and. 68000 chips, in came blue and grey and 68030s. The A3000 was the first 32-bit Amiga, and came packed with features, like the SCSI interface and the ability to use standard SVGA monitors. It was fast, sleek and many Amiga users today still rate it as the best Amiga ever made.

The CDTV also first saw the light of day. At a staggering £699, the CDTV was a 1Mb A500 and CD-ROM player in an extremely smart black box. Ahead of it's time it may have been, but "overpriced and lacking in software" was the popular description.

The VideoToaster appeared, and the Amiga 2000 would never be the same again. Offering untold power to American video users, the Toaster did things to NTSC TV production that would have cost ten times as much without it. One of the great Amiga injustices is that a PAL version for the European market never appeared.

1992

What was going on? The A500 ceased to be (although the A500Plus appeared as a "limited edition" for a short while) and A600 was launched for £399. It offered less expansion that the A500 and lacks a numeric keyboard and was greeted with a universal cry of "huh?". It sold well to a lot of new users and a misguided few looking to upgrade their A500, but three months later the price was dropped to £299. The A600 did boast some important clues as to what was to come: the PCMCIA port was



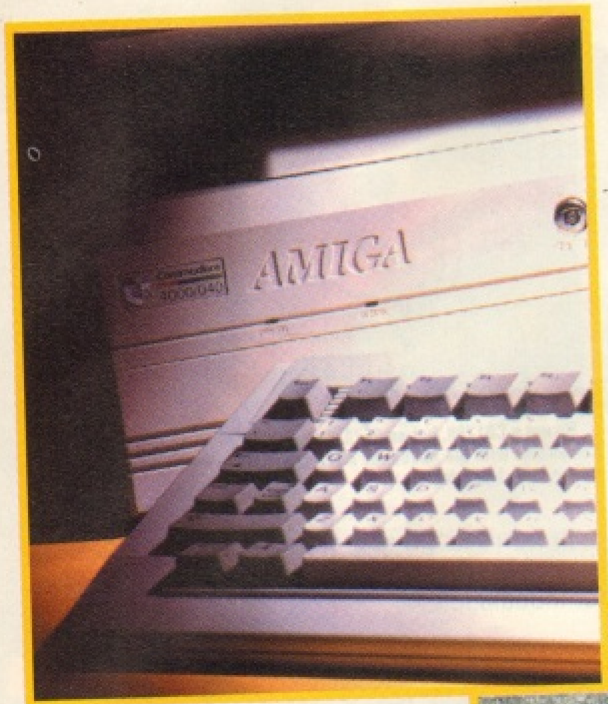
▲ The CDTV – the world's first true home multimedia system. Sadly it didn't sell in the quantity Commodore hoped.

Great Failures

Commodore have had more than their fair share of disasters. The CBM64 was such a hit, they seemed to be under the impression they could sell anything. The Plus4 and C128 proved otherwise.

The Amiga A500 was a terrific hit, and sold more than any other home computer. However, the huge delay in upgrading it (rumour has it CBM lost the plans to the custom chips and had to re-engineer them from scratch) and the eccentric CDTV didn't do them any favours. The CDTV was launched as a multimedia machine, and use of the words "Amiga" or "home computer" were banded. The high price and bizarre marketing policies didn't help, but as sales of the CDi prove, no-one really wants a hi-fi style box that is more than hi-fi.

Meanwhile, in an attempt to help the Amiga fight against IBM-PC clone domination, Commodore dabbled in selling their own PC clones. Many, Amiga owners were left to feel that the Amiga was a success despite Commodore's best efforts marketing. (Heard on FidoNet: "If Commodore got the contract to advertise Kentucky Fried Chicken they would call it 'Warm Dead Bird")



▲ The flagship of the Amiga range. The A4000 is the fastest and most advanced Amiga yet seen.

intriguing, and the internal IDE hard drive more than interesting.

1993

Featuring the AGA chips and 16 million colours, the A4000 was the first Amiga to use the powerful Motorola 68040 processor, although a cheaper 68030 version was also available. It was far from perfect though: the internal IDE interface and lack of A3000-type flicker fixer did not go down well. The hardware design was also criticised. The enhancements to Workbench 3.0 were minor at first glance, although substantial improvements were made under the cover.

The A1200 started to appear on shelves. The A1200 was one of the best Amiga's designed, taking the A500 approach but cramming in as much as possible. A 68020 was fitted as standard, the IDE interface was now starting to look like quite a good idea, and the new Workbench was showing Windows users what a bit of intelligence and some custom hardware could do.

A1200 expansions are continuing to appear: many running considerably faster than the A4000 with 68030. Perhaps surprisingly, the A1200 could well be remembered as the "Ultimate Amiga" rather than the A4000.

1994

A miracle of cost control, the CD32 had the makings of a world beater as it included the internals of an A1200 and a double-speed CD-ROM drive at a sensible price. We've yet to see how much it will catch on. 1994 also saw the launch of Workbench 3.1, offering a few minor tweaks. Third party CD-ROM drives invented a new standard for CD games.

As for 1995 and beyond tune in next month when we look at current developments and the future of the Amiga. ■



▲ The A1200, more than a worthy replacement for the best selling A500. It brings high performance low cost computing power to home enthusiasts across the world.



Where is the first Amiga crew now?

JAY MINER, widely regarded as "The father of the Amiga" sadly died on June 20, 1994.

DAVE HAYNIE moved on from designing Amigas and chipsets, and now works for SCALA with ex-director of product development Jeff Porter.

LEW EGGEBRECHT is working for a Californian company designing chips, after his stint as Commodore's Vce President of Engineering.

MEDHI ALI – due to libel laws, we are unable to print a description of Commodore's ex-president.

Time Line:

1982
Lorraine conceived

1983
Hi-Toro formed and Lorraine is designed as games console that can be expanded into computer.

1984
First showing at CES. Amiga bought by Commodore.

1985
Launch of Amiga 1000, New York, June 1985.

1986
Work starts on A500 and A2000.

1987
A2000 and A500 (£587) launched in March. (Spectrum Plus 3 goes on sale for £250, Atari 512STM is £399)

1988
A500 price cut to 499. (Atari 512STM is £299, A2000 is £1250)

1989
MusicX released. Viking graphics card and monitor offers a 1000 by 1000 flicker free display in four colours for £1700. 512K memory expansion for A500 is £120. HiSoft BASIC is launched, and a Commodore A2620 card (14MHz 68020, 2Mb RAM costs £1615).

1990
A3000 launched, Video Toaster goes on sale. AMOS released. 85Mb hard drive costs £999.

1991
CDTV on sale (£699). 68030 accelerator for A2000 costs £499. KCS Power PC Board (a hardware PC emulator for the A500) is £299.

1992
Amiga 600 launched (£399, price drops after three months to £299)

1993
Amiga 4000 launched, A1200 launched.

1994
CD32 launched

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x2 CD-ROM

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REAR VIEW



The CD-ROM comes complete with a PSU, manual, audio lead, mains lead*, and software utilities: Audio CD, CD32 Emulation, MPEG Film Decoder and PhotoCD software.

COMPARISON CHART

	POWER	OTHER
DOUBLE SPEED, MULTI SESSION	✔	✔
MAX TRANSFER (INTERFACE)	3MB	1.5MB
CD32 EMULATION	✔	✔
NUMBER OF SUPPORTABLE DEVICES	7	1 OR 2
THRU PORT FOR ADDITIONAL DEVICES	✔	-
HIGH QUALITY METAL CASING	✔	-
FULLY SUPPORTS 'HOT UN-PLUG'	✔	-
AUTOMATIC BOOTING OF CD-ROMS	✔	-
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12 MONTHS WARRANTY	✔	✔
COMPLETE WITH UTILITY SOFTWARE	✔	-
COST	£199	£199

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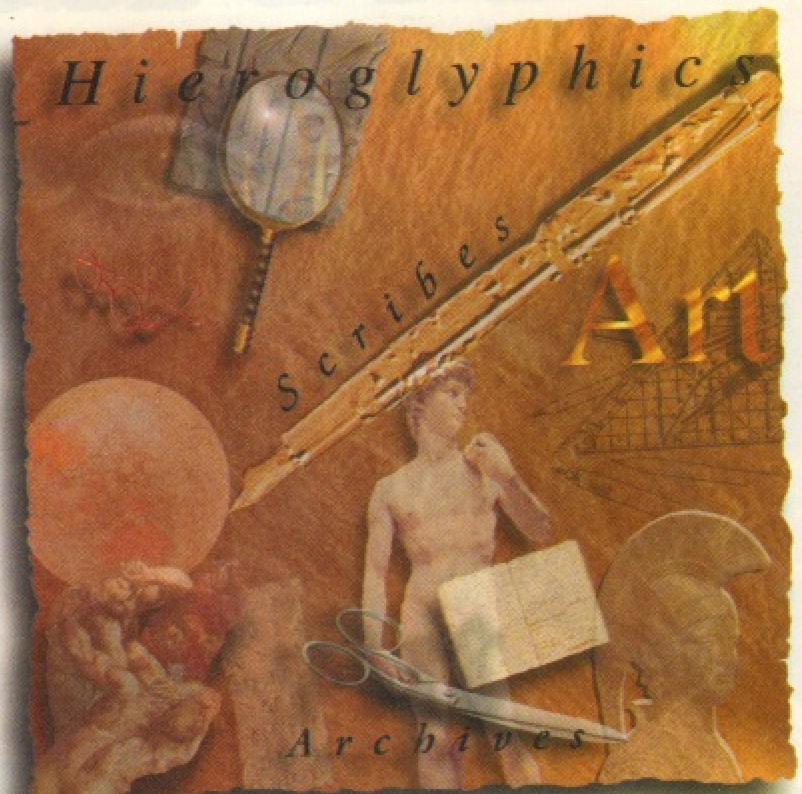
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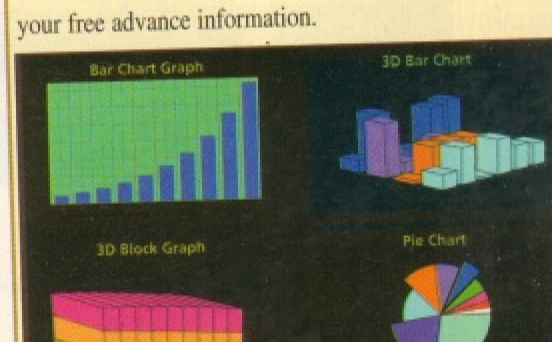
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***Final Calc*™** is due for release in Spring 1995, so look out for the magazine reviews. If you want to know more **now**, simply cut the coupon (on the right) for your free advance information.



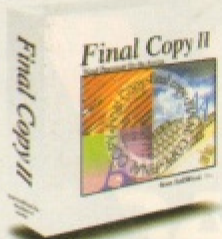
A small selection of Graphs created on Final Calc™

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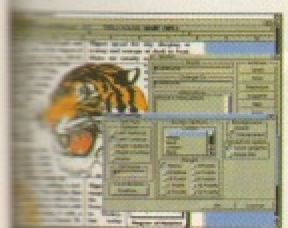
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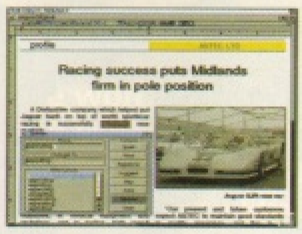
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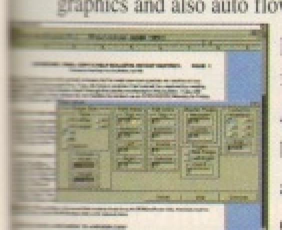
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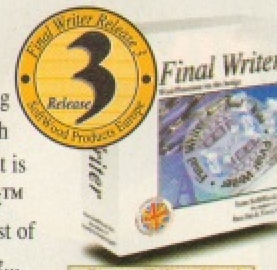


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Final Writer™
Release 3



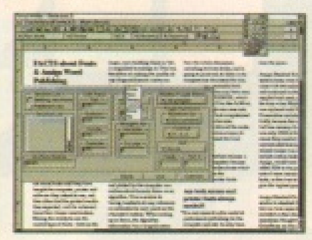
Hard drive compulsory, this new program is for power users wanting the ultimate performance. As with ***Final Copy II***™, excellent output is guaranteed utilising **PerfectPrint**™ and you'll also benefit from a host of other advanced features including...

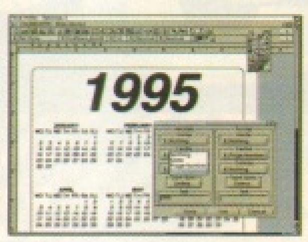
- **Text Blocks**™ which position text at any size, angle and position on the page.
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Final Writer™ can also import, scale, crop, view on screen and output structured PostScript EPS clip-art images (we even include 100 free) to any printer. With PostScript printers your options include... thumbnails, crop marks, scaling and halftoning.



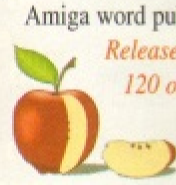
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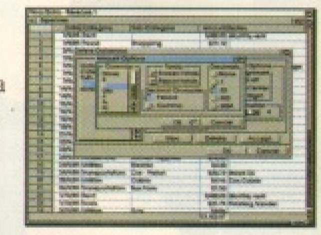
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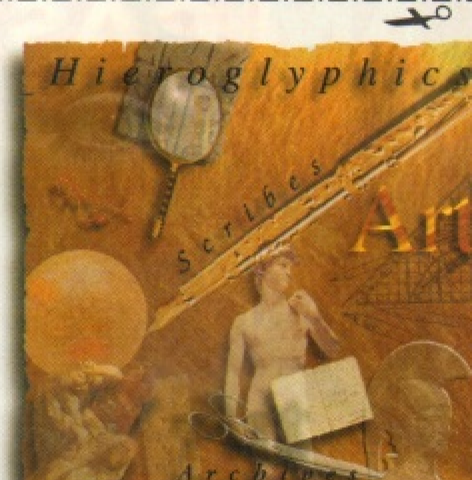
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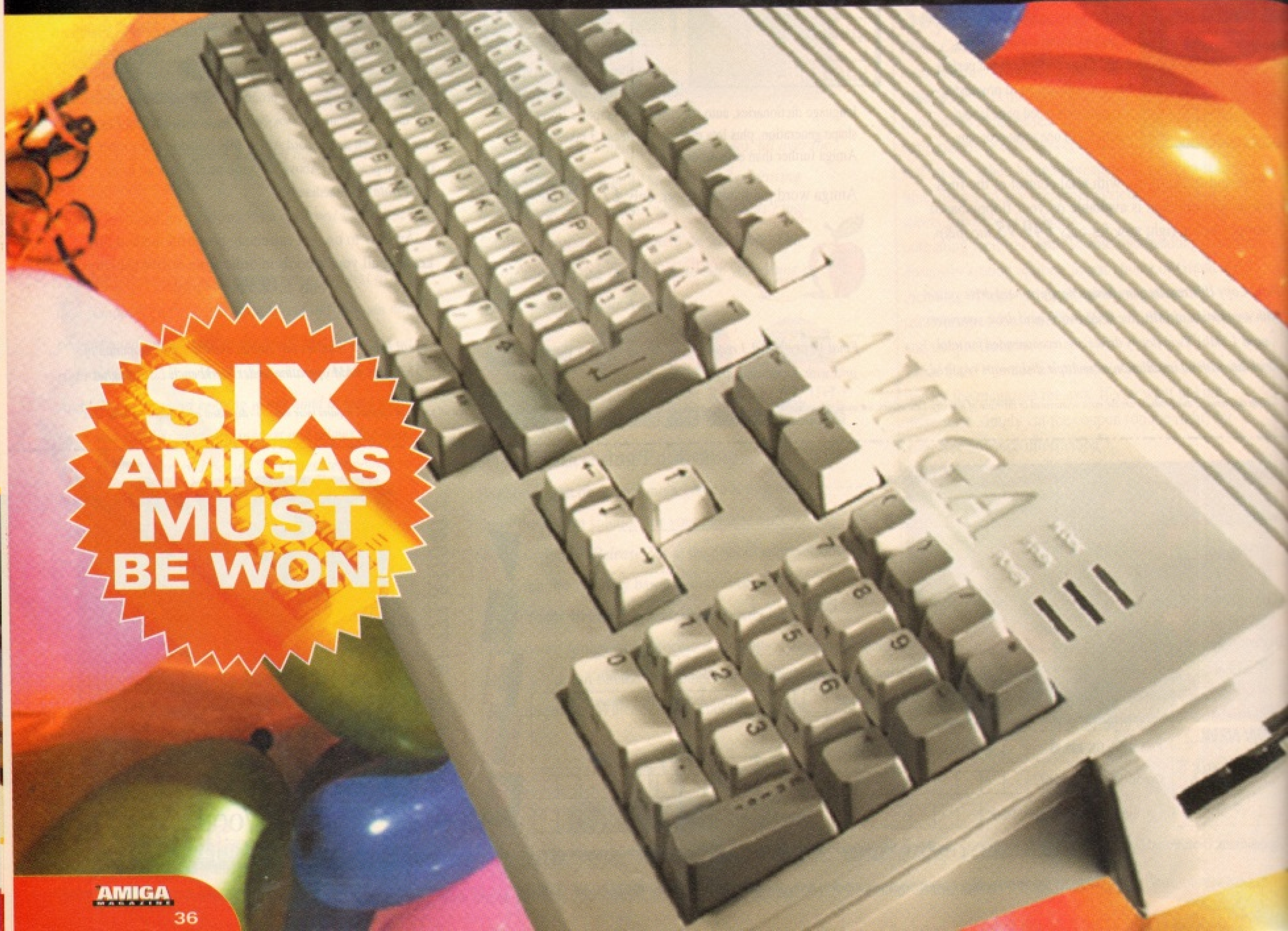
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SIX AMIGAS MUST BE WON!

It's the Amiga's 10th birthday, and to celebrate, we're giving away six Amiga 1200s! Yes, that's right, not one, not two, not three, but six of those lovely machines must be won by CU Amiga Magazine readers! Whether you have a 512K A500 or an 8Mb A4000/040, you can't pass up an opportunity like this! Workbench 1 and 2 users get the chance to upgrade to full Workbench 3 specification, complete with all the wonders of the AGA graphics chipset. Existing AGA users can always network up for dual 32-bit processing power!

To put yourself in with a chance of winning one of these amazing machines, note down the answers to the following questions, and keep them in a safe place. The April '95 issue of CU Amiga Magazine will have the second part of this competition, including another set of questions. Correctly answer both sets of questions, and you'll be eligible for the prize draw. Six lucky readers will then be the recipients of a brand new Amiga 1200. Further instructions on entry to the competition will appear in the April issue of CU Amiga Magazine.

Hint: you'll find all of the answers to this month's questions in this issue of CU Amiga Magazine. Good luck!

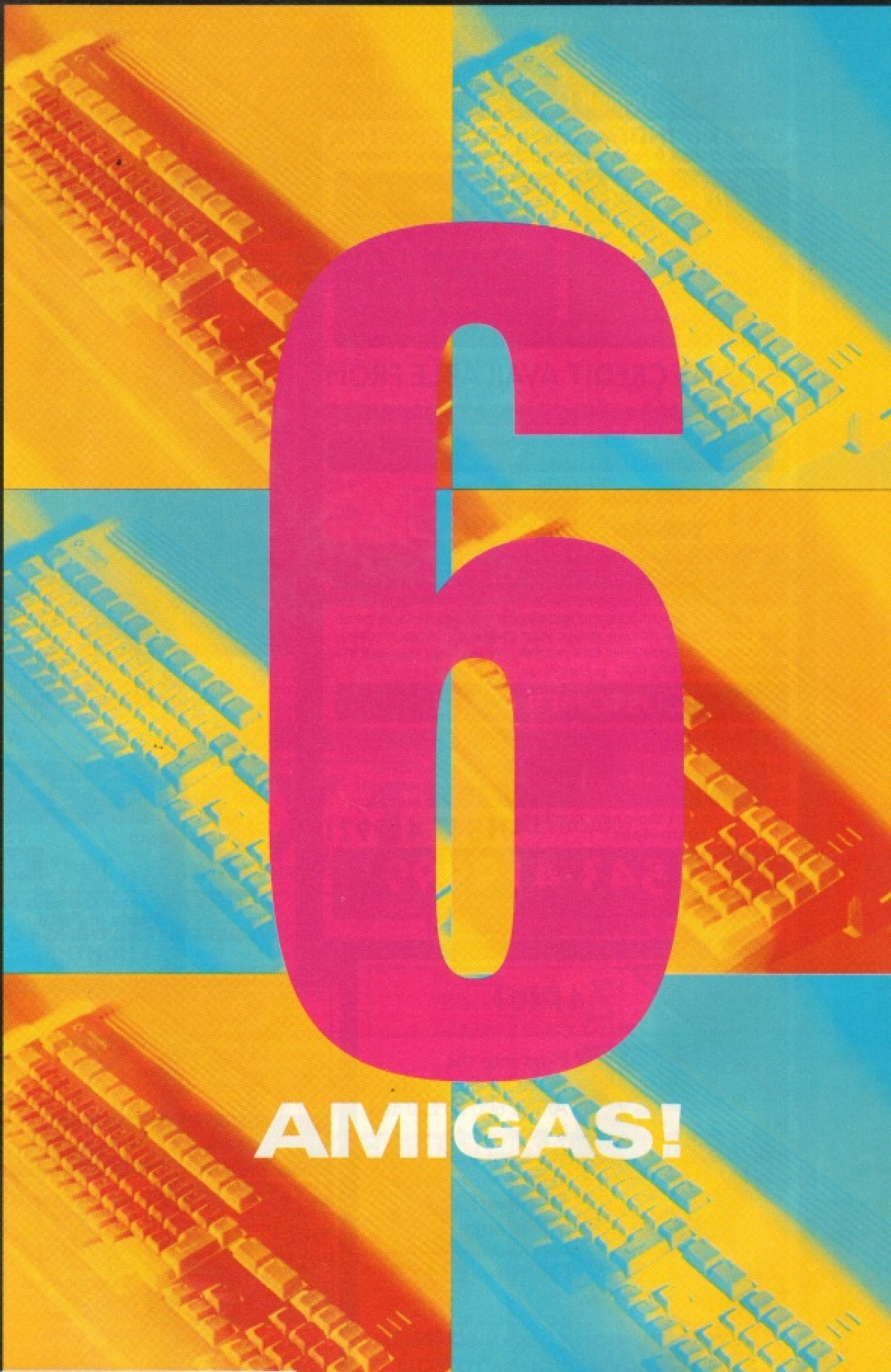
1. The Amiga was originally known by a different name before its release. What was this name?

2. Name the man widely regarded as "The father of the Amiga" who died in June of 1994.

3. Name the famous 'pop' artist who helped launch the Amiga 1000 in 1985.

Write down the answers, and put them away in a safe place until the April issue of CU Amiga Magazine appears with part two of this competition. Don't send in your entry until you have the full set of answers!

The closing date for entries is 20th April 1995.



Rules

1. Employees of EMAP Images or Commodore can not enter.
2. Multiple entries will be thrown in the bin.
3. The closing date for entries is 20th April '95.
4. Competition entries will only be accepted by post.
5. The winners will be notified by post within 30 days of the competition closing date.
6: The editor's decision is final and no correspondence will be entered into.

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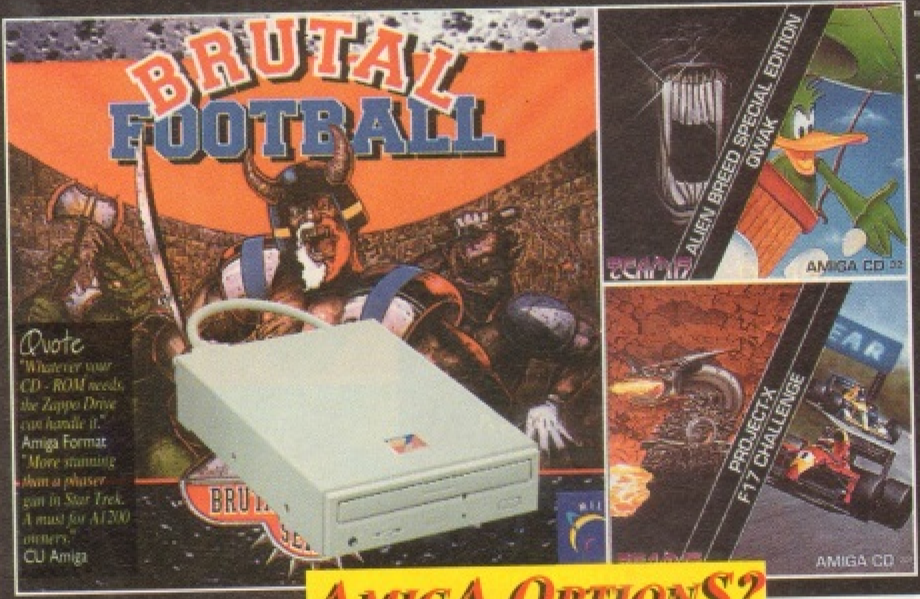
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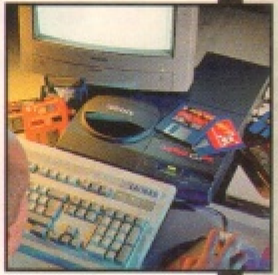
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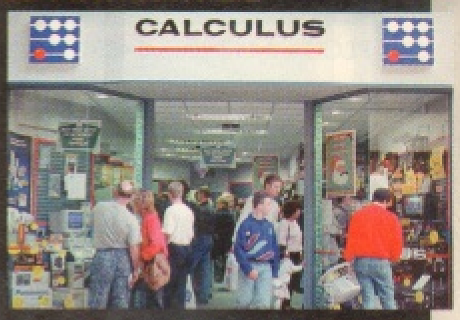
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AMIGA MAGAZINE SCREENSCENE



Dear Reader

If you had complete control over the type of games which are produced for the Amiga what would you approve? A Doom style 3D shoot 'em up? A new version of Frontier? An 18-rated adult adventure that knocks the socks off Dreamweb? A decent puzzle for the CD32? Well, whatever you want , it's in this issue. From the excellent, if a little rude, 18-rated Bloodnet to the best bag of budget bargains in ages - The Patrician and Dune 2 if you don't mind - via a top puzzle game for the CD32: Clockwiser.



On a slightly different note, and looking ahead to next month, Ocean Software have a new Public Relations manager. A certain Mr. Brennan from the Emerald Isle. You'll never guess what he told me today though: "Alan", he said, "I'll have a preview copy of TFX down to you next week". "Declan", I said back to him, "I'll believe it when I see it". So I'm warning you now, next month will either be very exciting and flight sim orientated, or just very exciting. Either way it'll be a very good read.

Alan Dykes
Editor

BUDGETS & COMPILATIONS

TIPS



PREVIEWS

REVIEWS



CD32 REVIEWS



Alien Breed 3D

■ **Due for release: April 1995** ■ **Publisher: Team 17 ✆ 01924 267 776**

They told us that Tower Assault was not Alien Breed 3. This is. Alan Dykes looks into the Doom-like world of Alien Breed in the third dimension.

What do you do with a game that captured the imagination as much as *Alien Breed*? Bring out another one. But what do you do when you've got three of them, all of which have sold well but you don't want to rubbish the brand by bringing out number four and five and six and so on, with diminishing sales and diminishing public confidence? Change it completely: take the basic idea and turn it on its head.

The first three *Alien Breed* games were top-down view, one or two-player games where you only saw your character's head and the tip of his gun, where the breed looked like bionic snails and you got to see a fair bit of your surroundings. In *Breed 3D* you play the game from a first person perspective. You will still only be able to see the tip of your gun but you'll be able to see the breed all right – all of them. You'll see their feet, their knees, their torsos, their mouths, their arms, their claws, and, in a new twist to the game, their guns

Falling apart

You'll also see your own body degenerating on-screen in a little box below the playing window, as the breed take chunks out of you. You'll search for weapon upgrades and medikits through texture mapped corridors and rooms, and you'll hear the shrieks of the breed as they sneak up on you and (hopefully) bite nothing more than a couple of your bullets.

Sounds somewhat familiar? It should do. If you've read any magazine about the PC in the last 18 months you'll have heard of *Doom*. ID Software's shareware follow up to *Wolfenstien* was revolutionary and tremendously successful. It has spawned countless imitators, but none has matched its addictiveness or sales success.



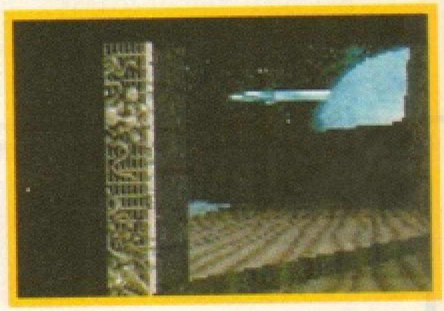
▲ Ah yes, a breed I presume. Let me introduce my gun, Mr Beretta, and his mag load of 9mm friends.

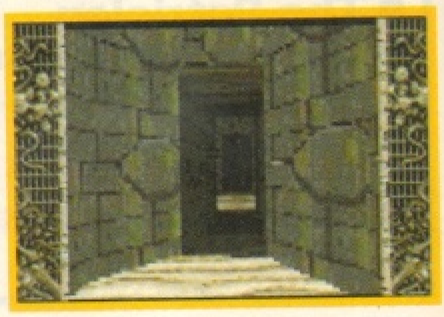


Throughout last year pundits argued about the feasibility of *Doom* on the Amiga. Nothing was forthcoming from the PC version's creators and although the name and the code were copyrighted by them, the idea certainly wasn't so the door was wide open, or so it seemed. However, at that stage nobody could figure out a way to implement the game properly on Amiga, the main problem revolving around how to get it running fast enough. It was a case of small window and high res graphics versus large window and slow, tacky, or blocky graphics. But a lad from the north of England named Andy Clitheroe now reckons he's got it sussed.

Alien Breed 3D started development last June and the current team includes programmer and designer Andy Clitheroe, artist Mike Oakley and product manager and designer Kenny Grant. So how does this merry team of 17ers intend to create the game, against all the supposed odds? We asked Kenny Grant.

"Number one, the coder is very good at what he does and number two the way the graphic effects are placed on screen is by manipulating the co-processor in ways never utilised before. On non AGA

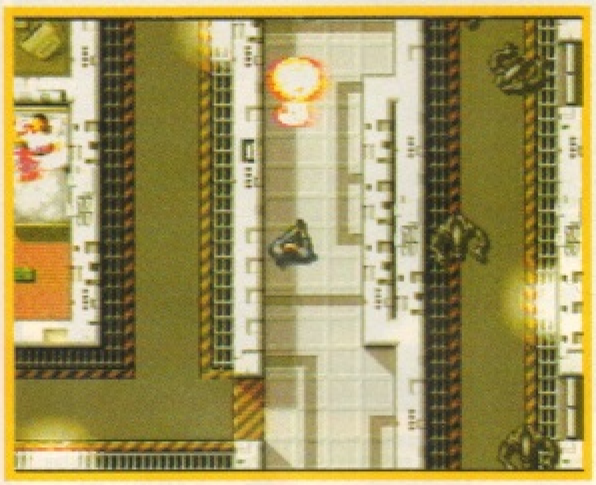








▲ Still pictures do not do AB3D any justice. It's fast and furious.



▲ Tower Assault. The last conventional Alien Breed game. Sob.

Out with the old ...

Above, for one last time is the old top-down view *Alien Breed* style game. The action, the suspense, the detailed graphics, the ammo and credits, the keys, the two-player option, the dead people with blood stains in *Tower Assault*, the bionic snail-like breed, the difficulty, the pause button etc. How it made us laugh and cry. What does the future hold?

***Alien Breed 3D* of course! Nail biting first person perspective, running around a maze scared out of your wits, blue lightning bolt weapon upgrades, full size breed breathing down your neck, texture mapped walls, ceilings and floors ... as long as you have an A1200, A4000 or CD32. Don't be fooled by those chunky graphics, the speed is up to scratch and the gameplay is absorbing. Let's hope it stays that way – or gets better.**

machines (ie anything other than an A1200, A4000 or CD32) you can only catch the copper every four pixels across the screen and this was a major restriction [the copper is a co-processor that is sometimes used to generate backgrounds]. Along came AGA and did away with that, leaving us with a new restriction of two pixels. Most coders were so used to the old rule that nobody really bothered to develop using the new one, but we are and the result is an engine using a very fast copperlist routine to project the images towards you."

Phew! OK, we believe you. Anyway, enough about the programming, what about the game itself? We asked Kenny how many levels there are likely to be and if, like *Doom*, there would be a wide variety of enemies.

Evil aliens

"The game is destined to be around the 20 level mark and at the moment there are about eight different types of breed planned. There's an ordinary alien which is unarmed but quite fast; an unsuccessful crossbreed experiment that's basically a bigger, misshapen alien, but armed with a pistol; a successful human/alien crossbreed, also bigger than a regular alien but armed with even more powerful weapons; a fat mutant alien that spits boiling acid and a cybernetic alien that has armour and a plasma rifle. There are more than I've just described, but I want everyone to see them as they play the game."

"In terms of weapons, I won't mention them all here but there will be single shot and automatic pistols, a shotgun, an acid gun which propels acid projectiles, a 'Big Gun' which fires blue blots of flame and an explosive crossbow."

Which is all very well but what about the burning issue of speed? Will Team 17 be able to reconcile decent playability with fairly decent graphics?

"When the game is run on a vanilla A1200 it runs at a very acceptable speed, but the beauty is that when fast RAM is added there is just such a difference. It was unbelievable when I first saw what the game is like with an 030 accelerator. The faster your Amiga is and the more RAM it has the better the game will get."

Don't worry though, unexpanded A1200 owners, I've played a demo version of the game on a basic A1200 and it's fast enough. The graphics look a bit blocky at first because Team 17 have gone for a genuine *Doom*-sized window, but the speed of the game coupled with the intensity of meeting breed around just about every corner soon makes you forget about this. Control was quick and moving around the textured maze was pretty convincing – definitely the best I've seen so far, and much better than the initial version I saw before Christmas.

But will *AB3D* ever be available to non-AGA machine owners?

No FMV

"*Alien Breed 3D* will only run on AGA equipped Amigas due to the immense capabilities of the custom hardware found in these machines. In other words there is no bloody way this game could even exist on a bog standard A500, short of hacking most of it to bits."

Alien Breed 3D is due out in April of this year, provided the team can cram everything necessary into it without making any detrimental impact on current speed and quality. At the moment there is no plan to do a rendered intro scene for the CD32 version of the game, so Marcus Dyson and Kenny Grant will not get a chance to star in a sequel to *Tower Assault*, the B-Movie. However the game itself looks like being realistic enough to keep most people happy. More news soon. ■





Worms

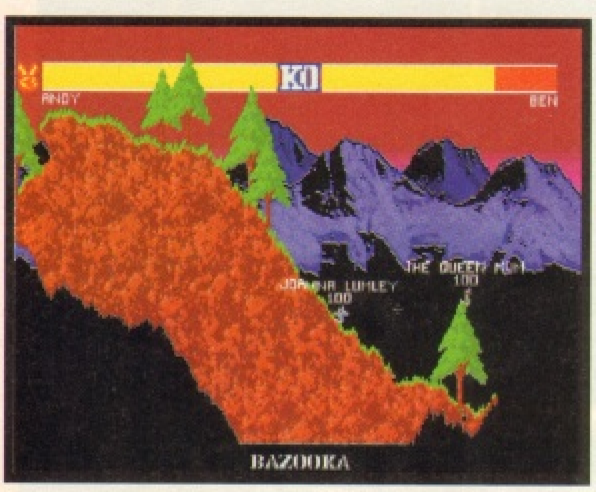
■ **Due for Release: September 1995**
■ **Publisher: Team 17 ✆ 01924 267776**

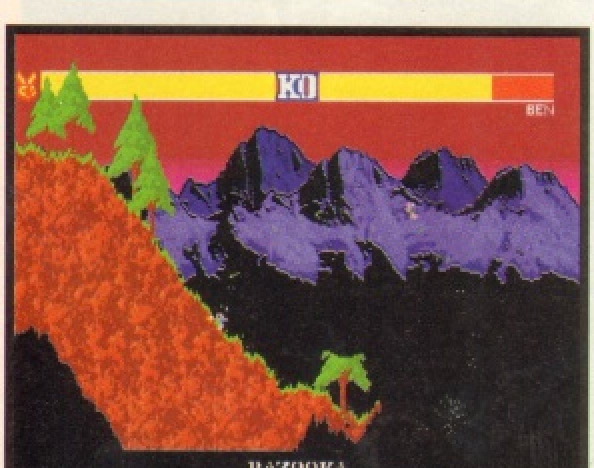
You can't have three sugars in your tea you know, you'll get Worms. Can Alan Dykes stomach the latest craze from up north?

Games designers have always been obsessed by animals of some sort. We've had wolves, rabbits, birds, dinosaurs, Arnold Schwarzenegger and of course Lemmings on our computers at some time or other. But Team 17 seem dissatisfied with the list. There is something missing. That something is the worm – the annelid, or in this case the military annelid. You see, one summer's day about three years ago a bright spark from Bournemouth named Andy Davidson was lying on the grass in a park near his home, dreaming of Amos, when he was quite literally mugged by a marauding band of earthworms, armed with rocket launchers and grenades. He decided that since they had just stolen all his money he would make some back by designing and programming a game about them.

Which is obviously a pack of lies, made up by myself to get you interested in the story. But I'll defy anyone to come up with a better way of rationalising Andy's decision to develop a game like Worms.

Of course there has been one other game based around a worm – *Zool*, but *Worms* is nothing like it. For a start these worms don't have legs, they don't have masks and they don't have girlfriends. They do travel around in squads, they're armed to the teeth (metaphorically speaking) and they hate the sight of opposing squads of worms.





▲ Well, that's a fine way to treat the royal family! A fictional Joanna Lumley has just blown an equally fictional Queen Mum off the top of a tree.

The gang's all here

Basically the game is for two to sixteen players and involves moving squads of worms, each of whom is individually named, around a randomly generated landscape, firing homing missiles, throwing grenades, shooting bazookas, tunnelling, hiding and generally trying to kill everyone else's worms. Whoever is left with the last worm wins. As we said in the December 1994 issue it's rather like a cross between *Lemmings* and *Cannon Fodder*, with a lot of that old classic *'Tanks'* thrown in for good measure. Apart from just shooting at each other you'll also be able to call in supply helicopters and air strikes.

But what does Marcus Dyson, Team 17 project manager and bearded space marine commander think of the comparison with *Lemmings?*

Lemmings-a-like?

"I think that the comparison with *Lemmings* is a bogus one. I realised that it would be made so I purposefully drew attention to the *Lemming/Cannon Fodder* cross straight from the start. But it is just the graphics really. How can a game, where the whole idea is the total destruction of the opposition be similar to a game where the whole idea is to save as many of the little cuties as possible? More tellingly, *Lemmings* is a one-player game, and a damned good one. But although we have worked hard to make *Worms* a rewarding one player experience it really is a multi-player game."

Because the game generates a new landscape for each game I just had to ask Marcus how many scenarios the game could technically have. The word 'infinity' sprung to mind, but he was having none of it.

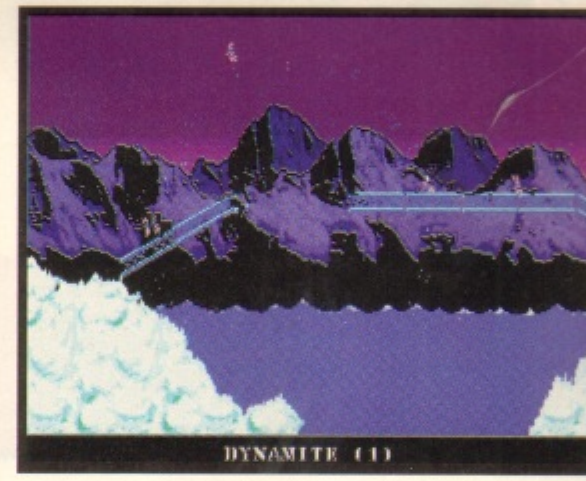
From here to infinity

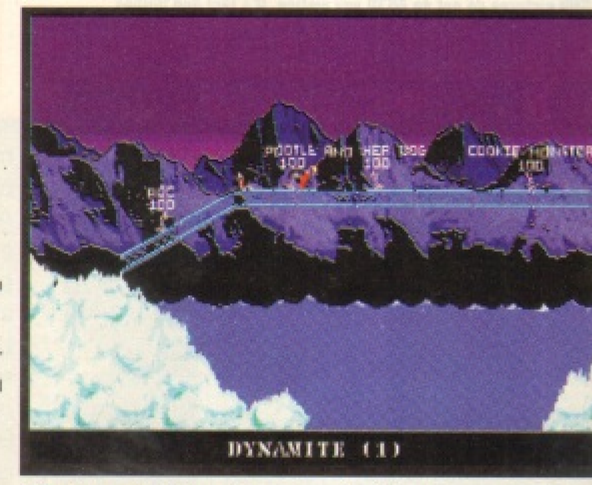
"Infinity is a big number. No there aren't an infinite number of levels. I think we are claiming about a million, but there are more. Sometimes, particularly in a sixteen-worm game, the computer will generate and then reject a level because there isn't enough good space to place all the worms."

And what about network play, which was promised when I first saw the game?

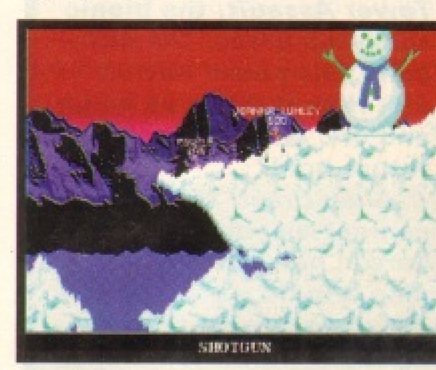
"Initially network play will work just as if there were several people sat around the same machine, but instead you can sit around two machines connected by serial link or modem. Control of a team will be given to whichever machine created that team, so you can have any number of players, up to 16, again. It's really been designed so that distant friends can play each other, hands across the world and all that stuff."

Although originally due for release during the spring, *Worms* has been put back until late Summer or early Autumn, but the test version I saw was incredibly addictive and it's not even finished yet. ■





▲ Is that a stick of dynamite, or are you just pleased to see the Cookie Monster? The resultant explosion is illustrated in the picture at the top.





▲ Purdey with a shotgun. Another completely fictional Joanna Lumley shoots a worm called Pootle.



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It's bigger than ever! It has more ships than ever! Tony Dillon ventures up to a large house in the middle of nowhere to discover just what David Braben is about to release onto the world.



Frontier 2

FIRST ENCOUNTERS

■ **Price: £29.99** ■ **Publisher: Gametek ✆ 081 988 8888**





▲ A shot of one of the brand new space stations, with a fully texture mapped moon in the background.

Millennium's Marketing Manager Keith Smith volunteered to give me a lift to David Braben's new office in Lode, just outside Cambridge. After an hour of driving around hopelessly lost through water-logged dirt tracks, he was wishing he never offered. You see, David has left his home surroundings of a fantastic flat in town, and set up office in a large farm house in the middle of nowhere, which provides the perfect setting of peace and quiet to create the monster-piece that is *Frontier 2*.

In case you didn't know, *Frontier Elite 2* is one of the best selling Amiga games ever, standing consistently high in the charts for the last year and a half. The logical extension of the classic *Elite*, its mix of space trading, space combat and space travel made it appeal to the masses like no other pretender to the throne could. Braben knows the secret formula, and he's not telling anyone. Instead he's doing it all over again with *First Encounters* – the game that takes *Frontier* and adds just about everything you could possibly want.

Setting the scene

Here's the plot. The game is set fifty years after the original *Frontier*, in the same solar systems. The colonised systems are spreading further and further out from the centre. New alliances have formed and the military systems are becoming more complicated. However, as a result of this outward growth, one of the outside planets has made contact with aliens. Thargoids to be precise. If you don't remember them, Thargoids were vicious, reptilian creatures who used to hide in the wormholes of hyperspace and trap ships as they went through. Callous and psychopathic, these were not creatures to deal with lightly. And now they're back, but not many people know about it.

This sets the scene nicely for an adventure campaign in which the hero of the game – that's you – gets to go out into deep space and sort out the aliens. This takes the form of a series of interlinked missions which you can choose to take or reject as the case may be, but one word of warning; the missions are played whether you choose to take them or not. Pass them up, and a Non-Player Character will do them for you, so you could find yourself out of the campaign very quickly.

The actual plot of the campaign

▼ The most impressive improvement in Frontier 2 is the use of texture maps to create a landscaping effect on the planets.









▲ One of the new ships flying into a sunrise – you could just spend hours floating around in this game!

is a twisted one, full of double takes and surprises, but we're not allowed to tell you about it. Braben wants to keep this story a well kept secret, but let me tell you that there are several endings to the mission, and some of them are going to make the rest of your gaming life very hard indeed. Mind you, you can just skip the whole campaign if you want, and read about how exciting it all was in the journals.

Read all about it

Oh, I haven't told you about the bulletin boards yet, have I? Basically, one of the ways the bulletin boards have progressed from the last game is the inclusion of five different journals or newspapers, that tell you what's going on in the galaxy. Obviously some have military bias, and will report things differently, so it's useful to read as many as possible. Who knows, perform a particularly daring attack, and you could end up in news yourself!

Feel the textures!

Where the big changes are, however, is in the graphics. At the moment, David and his team have been working mainly on the PC version, with an aim of converting as much as possible across to the Amiga version, and as you can see from the screenshots here, the PC version is looking pretty amazing. However, the way it looks still is nothing when compared to actually seeing the game moving.

The first thing that David has done is to create a whole host of new ships and spacestations, and then texture map them properly to make them look as real as possible. These are a far cry from the simple geometric shapes of the original Elite. My favourite has to be the strange space station with four semicircular plates sticking out from the side, which revolve slowly never quite colliding. Simply fantastic.

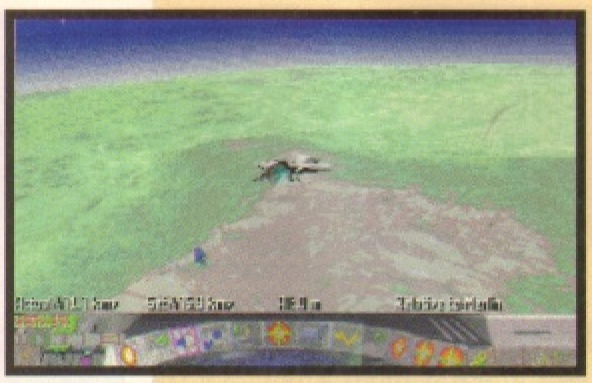
With the new ships and other objects in place, David addressed the planets. In the last game, these were by and large featureless orbs with blue water, green ground and a city here and there. In the new game all of the planets have full landscapes, fractal generated with mountain ranges, valleys, beaches, coves, planes and just about every other land feature you can think of. To fly to a planet from space, and then get down to around 500 metres above sea level and fly around the cliffs is quite an experience, I can tell you.

You could almost forget the point of the game and spend the rest of your life taking therapeutic flights!

The other big question is 'has combat been made any easier?' This is something that David is addressing heavily, both by cutting back on the physics of the original *Frontier* and by adding a whole host of new toys to your ship, including a combat computer, which works like a cross between your main ship scanner and the 3D system map.

The last major change concerns the controls of the game. The cockpit has changed dramatically since the last game, and no more will you have to cycle through a hundred and one options to get to the one you want. This new console means that almost all the controls are on screen at once. It looks a bit complex at first, but it's infinitely more playable once you've got the hang of it.

All in all, *Frontier - First Encounters* looks like it's going to be something really special. By correcting all the things that people didn't like about *Frontier*, and then adding a whole host of new features, David Braben is certain of securing himself the number one slot in the games charts from here to next Christmas. ■



▲ Dogfighting high up over the mountains? Frontier 2 is definitely the place to be.



▲ The new craft may look clumsier than the Eagle Mark 3, but it flies like a dream.





BloodNet

■ Price: £29.99 ■ Publisher: Gametek ✆ 01753 553445

18

Wandering around the streets with a vacant stare is nothing new to Rik Skews, so he seemed the ideal candidate to look at Gametek's vampire heavy Cyberpunk adventure.

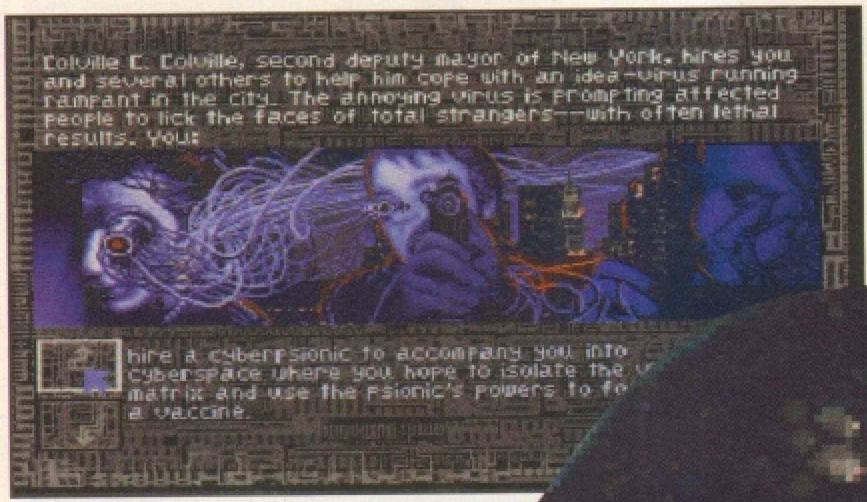


▲ Things don't get off to a good start as it looks like someone's been using Stark's best mate as a human pen.

Three things immediately struck me about *BloodNet*, Gametek's conversion of the classy *Microprose* PC original. Firstly the box and artwork are superb – this is a game that reeks of value for money from the outset. Secondly it has an 18 certificate because of its violent theme. As I spend much of my free time scouring markets for dodgy video copies of Natural Born Killers and the like, this was a surefire way of grabbing my attention. Lastly though, the box blurb describes the game a 'Cyberpunk Gothic'. A Cyberpunk Gothic what exactly? I assume Gametek is referring to the two distinct and popular genres that *BloodNet* encompasses. These being particular faves of mine, I ripped the box open with glee.

The smile soon disappeared when I saw the 12 disks inside. Although it's possible to run the game from floppy disk you'd have to be very, very bored and quite mad to do so. We're talking 25 disk swops just to get the game started. A hard drive is a necessity then, and once I'd sat through an equally unappealing 30 minute installation, it was into the game proper. Now it becomes apparent why Gametek used the term 'Cyberpunk Gothic'. Opening with a wonderful intro which mixes animation and still screens to great effect, it paints a bleak picture of Manhattan in 2094. This is real *Blade Runner* territory where the world is an information tyranny ruled over by the megacorporation known as TransTechnicals. Think of a phone company, international bank, software giant and the CIA all mixed into one supremely powerful entity, nastier than a two week old haddock left to rot in the sun, and that's TransTechnicals in a nutshell.

The central character of the game is Ransom Stark, former employee of TransTechnicals. While working there he spent too long in cyberspace and ended up contracting Hopkins Brie Ontology syndrome, a condition which meant he could no longer tell the difference between actual and virtual reality. Not exactly Claire Rayner types, TransTech sacked Ransom and dumped him onto the streets of Manhattan to fend for himself. Thankfully there's still some trace of humanity left in the future, and a friendly street gang took him to Deirdre Tackett, scientist and enemy of TransTech. Unfortunately the only way to save Ransom was to implant a highly intelligent computer in his brain, a talking Amiga if you like, but the upside meant that Stark could start a new life as a street mercenary.



▲ Generate Stark's statistics by answering these multiple choice posers. Random stats can also be generated if you're in a hurry.







▲ Each location is accompanied by some wonderfully atmospheric music. Shame there are no FX though.



▲ Travel round the various game locations via the map. More locations become available as Stark learns about them.

It's here where the intro picks up. A mysterious woman hires Stark as a hitman. Once he's done the job, he goes back to her pad to collect his cash. Unfortunately her father turns out to be one Abraham Van Hesling, vampire lord and cyberspace guru who plans to become more powerful than TransTech. Hesling promptly bites Stark with the aim of turning him into a vampire and one of his cronies. It's only a partial success though, as Stark's computer implant manages to prevent him becoming a vampire immediately, allowing him to escape to Deirdre's lab in the process.

This is where the game starts, with Stark having only a few days to stop himself turning into a vampire. Worse still, Tackett has been kidnapped by Hesling as part of his megalomaniacal plans, so as well as trying to find a cure for himself, Stark must also try to find and rescue the scientist too. Of course being part vampire poses another problem for Stark. He needs human blood, and regularly too. Apart from any moral dilemmas thrown up, Stark's problem is just who he should indulge in a bit of the old sucky sucky with. It's quite easy to dispose of someone who seems worthless only to discover later on that were in fact necessary to the completion of the game.

These problems form a game which is best described as an RPG, but is fairly action orientated and reminded me of Core Design's Universe, Virgin's *Beneath a Steel Sky* and Gabriel Knight on the PC. A map is used to travel around various locations, and more destinations become available as you progress. Tips are most often found by interacting with other characters in the game, from the roaming street gangs to the neurotic cyberspace hackers. Indeed character interaction forms a large part of the gameplay, and like real life, progress comes from dealing with the right people.

Regular dips into Cyberspace are possible via any number of computer links. It's important to remember that Stark's physical body is vulnerable when he's engaged in cyberspace, so it's a good idea to enter it from a safe location – Tackett's lab is about the best bet place. Once in cyberspace there are two options. Either wander around freely, looking for other users to interact with, or find a FATS terminal. This is the best choice as it's illegal to search through cyberspace, and despite numerous cloaking devices (which can be upgraded during the course of the game) sooner or later TransTech will track down Stark and put an end to his interference (via death or massive brain damage).

FATS system

Using a FATS terminal isn't simple however. A passcode is needed, as official access is limited to TransTech employees. If you can't find the codes then it is possible to hack into the system illegally, but this is even more likely to end in sudden death. Once into the FATS system, Stark can track down WELLS; literally wells of useful information set up by the cyber underground.

Stark's character has to be generated, either randomly, or via some clever multiple choice questions which form a character more suited to the player's individual style of play. Once the selection process is complete Stark will have numerous statistics. Stark begins his quest with a certain amount of money and this can be used to pay other characters to join his party. As in all good RPGs, it's important to strike a balance between recruiting characters with brains as well as brawn. Money can also be used to buy brain enhancing drugs, better weapons or information. Combat is very RPG-orientated too, and even the 'Quick combat' option is still remarkably in–depth.

Pay attention

BloodNet demands a lot of attention from the player. There's plenty of Cyberspeak to be read, understood and scoured for clues, then there's the jury–rigging to be mastered and cyberspace to be conquered. The control system is not very straightforward, and moving objects around is very cumbersome. Still, this is only a minor criticism, and as long as you have a hard drive, *BloodNet* comes recommended.

Graphically the game is a treat. The finely detailed backgrounds match the clarity of the PC originals and show that given a talented programming team, the A1200 is still a match for a PC. The music complements the game perfectly but it's a shame there are no sound FX, especially in the combat sections. *BloodNet* is an excellent RPG, and the absence of warty old witches and dragons makes a refreshing change. Even if you're not a fan of Gibson and Sterling-based Cyberpunk fiction, the compelling story and informative manual will soon convert you– it's fangtastic! ■

CYBER DICTIONARY

Without a thorough grounding in Cyberpunk speak you'll end up looking more of a nerd than someone dressed in a dark brown tank top and navy coloured nylon slacks. Here's a guide to some of BloodNet's more obscure words and phrases.

Cloak: A chip with resident software designed to shield a cyberspace traveller from detection.

Data Angel: Person who frequents cyberspace.

ICE: Intrusion Countermeasure Electronic. A security system guarding WELLS and clusters in cyberspace.

Morph Code: Software that can be introduced into a data angel's matrix to increase various skill categories. Success depends on hacking skill.

Nanomachines: Microscopic machinery capable of being injected into the bloodstream.

Rage Gang: The 2094 equivalent of gang culture.

Soul Box: A chip with resident software designed to maintain the integrity of a character's mind while interfaced with cyberspace.

TransTech: The megacorporation dominating New York in 2094.

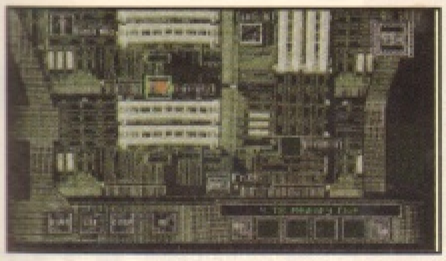
WELL: An illegal data cluster. Name honours the Whole Earth 'Lectronic Link, an old 20th century BBS.

BLOODNET

A500 / A500+ / A600 / **A1200** / A1500 / A2000 / A3000 / **A4000**

workbench version	3.0+
number of disks	12
RAM	2Mb
hard disk installable	yes
graphics	90%
sound	84%
lastability	86%
playability	87%

OVERALL
Atmospheric RPG – but make sure you own a hard disk!
88%



▲ Customise Stark's decking unit to make travel in cyberspace safer from the ever watchful security forces.



▲ One of the first problems Stark comes across is where to find pass codes that give him access to TransTechnicals.



▲ Every so often Ransom needs to take a quick peck out of someone to feed his vampire appetite. I don't like the look of those gnashers – yeouch.

The Lion King

■ Price: £29.99 ■ Publisher: Virgin © 081 960 2255

The Lion King hype-mobile is still going strong, and it's just delivered the Amiga game. Rik Skews wants to be King.





▲ Watch out for the Simba-squishing boulders in the 'Simba's Exile' scene.

The '90s have seen Disney firmly in the big time. It was *Aladdin* that catapulted Disney to the top and this success has been sustained by a timely re-release of *The Jungle Book* and most recently *The Lion King*, which looks set to be one of Disney's most successful films yet. Virgin have recently turned them all into computer games, a similar platform format across the board.

The Amiga *Lion King* follows on from the generally well received console versions released towards the end of last year.

Unfortunately three of the original levels are missing from the console versions. Surely Virgin could have included another disk? Even so, one of the missing levels, 'Can't wait to be King' was arguably the worst in the console game, so that's no great loss.

The remaining levels stick pretty closely to the film's plot, charting Simba's progress from a cuddly youngster to a fully fledged scary lion. Simba believes he's responsible for his father's death, and enters the wilderness to find inner peace (man). It was actually Simba's wicked uncle Scar that killed him, but Simba doesn't find that out until later. Along the way he faces a number of challenges, both from the complex platform environment and the numerous nasties.

Levels include 'The Elephant's Graveyard', where Simba has to make his way through crumbling elephant bones while avoiding pouncing hyenas and circling buzzards. Hazards in 'Simba's Exile' include massive boulders which come crashing down the corridors. 'Stampede', an excellent 3D level, breaks up the platform action half way through the game and lets the player control Simba as he runs towards the screen in an attempt to avoid the rampaging buffalo and jagged rocks.



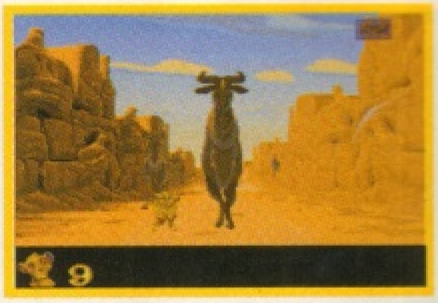
▲ Ahh isn't he sweet? Couldn't you just give him a big cuddle? I want to take him home.



▲ It's always a good idea to collect the bugs that litter each level, as they'll increase Simba's health by varying amounts and one actually increases his life line.

Gameplay?

All the usual pick-ups can be collected to help Simba in his quest. The African Red Bugs in particular are rather handy as they increase Simba's health line, essential if he's to survive the final encounter with Scar. There's also a couple of nasty pick-ups like spiders which will lower Simba's health. In the frantic action these are quite easy to accidentally collect so be careful! Simba can scare off the other animals with his roar, which is charged up with every blue beetle he collects. He can also use the tried and trusted "jump on their heads" method, and once he's an adult can use his claws too. His defensive repertoire is topped off by a ducking manoeuvre and a roll, which can also be used to burst through scenery.

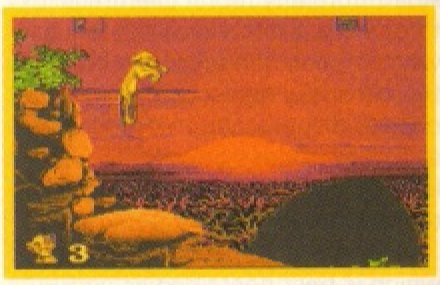


All too beautiful

Just like the film, the *Lion King* game is beautiful to look at. Both the backgrounds and the animation in particular are a work of art. I particularly love the way Simba hangs onto a ledge for dear life, with his little legs scrambling around. Sound and music are first rate too. The whole game excels in the audiovisual stakes, but then what do you expect from Disney?

Gameplay is competent - Simba is as easy and fluid to control as Aladdin, but the general game design is uninspired. Younger children may not get as much enjoyment out of it as they should due to its steep difficulty curve.

The stampede section makes a pleasant break from the platform action, but it's a shame the other two bonus rounds have been removed. It may be cheaper than the console versions, and perfectly adequate as a platform game, but *The Lion King* seems to be a rush job, especially when compared to the joys of *Aladdin*. ■



▲ Everything about The Lion King reeks of Disney quality, from the sprites and animation to the sumptuous parallax backgrounds.

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- workbench version ....3.0 +
- number of disks 4
- RAM 2Mb
- hard disk installable ......no

graphics	91%
sound	88%
lastability	75%
playability	78%

OVERALL Superb animation – standard gameplay. **76%**

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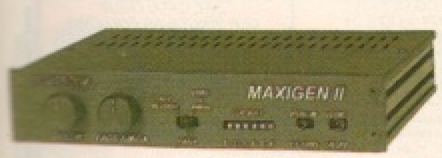
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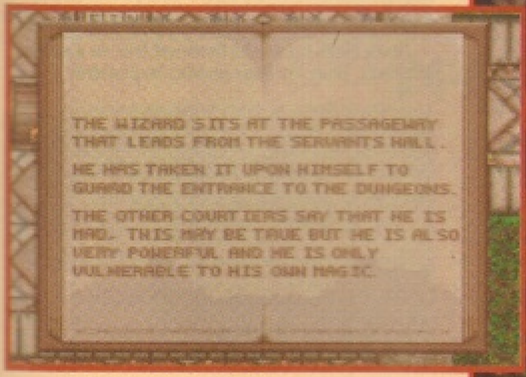
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AMIGA SUPERSTAR

The talking adventure returns to the Amiga once more, and Tony Dillon can pretend, again, that he has an army of friends in his pad.

Valhalla
Before the War

■ **Price: £25.99** ■ **Publisher: Vulcan Software ✆ 0705 670269**



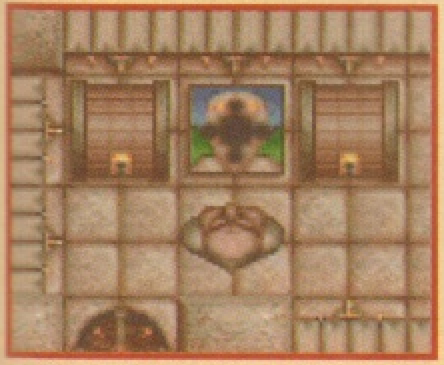


▲ The wizard is one of the most stubborn types you will ever come across, refusing point blank to let you pass. This screen does show the new improved icons along the bottom, including the automap and speech buttons.

Love it or loathe it, you can't deny that Vulcan Software's debut into the market last year - the first ever talking Amiga adventure, otherwise known as *Valhalla* caused a bit of a storm. Created in a living room, with a copy of *AMOS Professional* and a sampling cartridge, this top-down view adventure used speech where only CD based games had gone before, along with a little imagination and creativeness to build one of the most characteristic games ever seen on the Amiga. Some people didn't like it because they found it too slow to play, others just didn't find the logic in the layout of the puzzles. Many, though, thought it was great. I was in the latter group.

Valhalla, however, wasn't without problems. The fact you couldn't skip through the opening animation once it had started was a constant bone of contention. The fact that the little guy always said something when you did mundane things like collect an object soon became grating. Although the flaws in *Valhalla* were only small things, collectively they tended to put some people off. Something Vulcan Software are all too ready to admit, as they release the prequel to that game (that means the story that comes before, whereas a sequel is the tale that comes after). *Valhalla Before The War* tells the story of how the Lord Of Infinity came to rule Valhalla, and a very enjoyable tale it is too.

The game itself is pretty much the same sort of stuff as we've already seen. The main character occupies residence in the centre of the screen, and his little world scrolls around him as he walks. He needs to collect objects, interact with other characters and solve puzzles by use of both of these methods to progress through the four huge levels. This could be something as simple as placing a stick in a hole to make a switch, through to arranging giant pieces on a chess board to solve a Kasparov conundrum.



▲ A jigsaw puzzle with two chests? Find the picture and feed it through the handsaw ...



▲ Ta-Da! The completed image, and the chests are opened!



▲ A piggy bank? Even the Lord Of Infinity likes to put something away for a rainy day ...



Tamper-proof

Fans of the original will be happy to note that the original game engine hasn't been tampered with much at all. The same rows of icons run along the bottom of the screen, only now you have instant access to a complete map of the level from the word go, as well as an option to turn off all superfluous speech. No more will he say 'I've Got It' and 'It doesn't fit' every time you experiment with an object. In this mode, Infinity only speaks when asked to, and it makes the game a damn sight more playable for that.

Other than that, the playing area has been increased to show more of the surrounding world, there are far more characters to interact with than before (with all voices supplied by programmer Paul Carrington – even the female ones!) and the puzzles, while being just as devious as the first game, are a lot more logical and straightforward, although that doesn't mean the game is much easier!

Charming

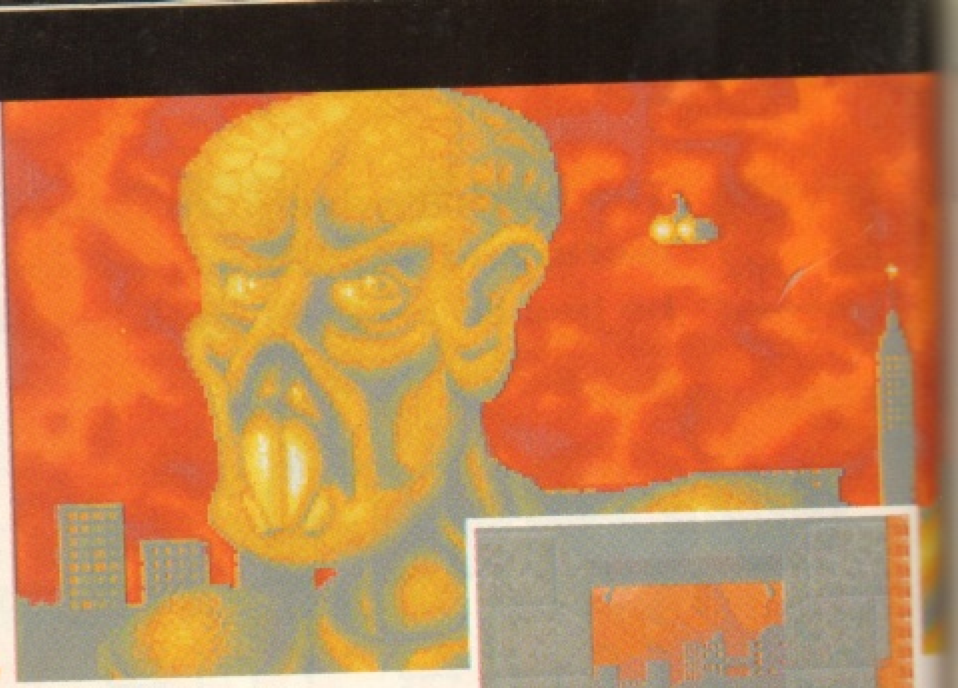
Valhalla Before The War has all of the charm of the first game, retained by carefully pruning out all of the things that caused the original to get one or two less than 80% marks, while keeping the little looks up to camera and all the small touches that made Valhalla 'cute. It's a very enjoyable game for those who want to spend a few hours lost in a story, and there's enough here to keep you playing for a couple of weeks. If you liked the first one, you'll love this. ■

VALHALLA 2 £25.99

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workbench version	1.3 up
number of disks	6
RAM	1Mb
hard disk installable	yes
graphics	81%
sound	95%
lastability	91%
playability	89%

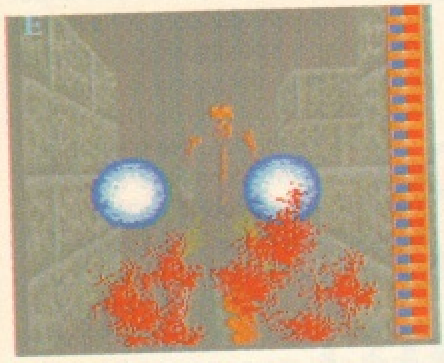
OVERALL: The same idea as before, only much more fun. **90%**



Death Mask

■ **Price: £25.99** ■ **Publisher: Alternative ✆ 0977 797 777**

"We're all doomed," according to Rik Skews, who's just recovered from a session with Alternative's 3D shoot 'em up.



Beware hyperbole. Especially when it's on the back of a computer game box. Alternative's latest, a *Doom* style blast 'em up, has reams of the stuff screaming out its praises promising"100% excitement", "Special 3D system concept", "Atmospheric sound and music". It sounds terribly exciting, so what's it all about?

Set in 9030AD, on the planet Hiba, the player is cast as a member of an elite military force known as the Death Mask. Hiba is home to numerous biological misfits, the result of 80th century scientists cracking the genetic code and having a good dabble with it. Things could have got a whole lot worse after the meddling human population managed to blow themselves up nuclear style, but the mutants' altered genes allowed them to resist a massive radiation dose and certain death. Things gradually returned to normal and all looked rosy, until one day their survival comes under the threat of a massive alien invasion. It's here where the *Death Mask* team comes into play in the shape of Hiram and Seth, two of the squad's bravest fighters.



▲ Each mission requires a set of well protected targets to be taken out. Then it's a quick dash to the exit and on to the next level.

Doom wannabe

Playing as Hiram (along with Seth if you've got a friend handy) the player must venture through a total of 35 alien-infested levels. Gameplay takes the form of the classic PC blast 'em up *Doom*. So far, no-one has managed a decent adaptation of the full-screen 3D scrolling graphics of *Doom* on the Amiga, *Death Mask* settles for an unimpressive quarter-screen window.

The 3D levels are filled with various baddies armed to the teeth. Some are mere cannon fodder, while others are found guarding a number of randomly placed objects, such as reactors or breeding pods. These must be destroyed before you can reach the exit to the next level. To help the players, a number of weapon power-ups can be found and collected, as well as the more common ammunition clips and medipacks. A two-player battle mode is also available, complete with a simpler collection of mazes, in which the two combatants can try to blast each other to bits. As well as the regular weapon power-ups there are also 'special' power-ups, such as invisibility.

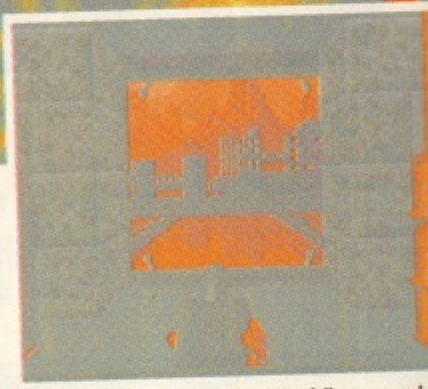
Any good?

Death Mask is initially appealing simply because it's about the closest thing yet to *Doom* on the Amiga. But it's not long before numerous weaknesses begin to show themselves. The game looks good, but only until it starts moving. The animation of the walls and objects is poor. When you turn through 90 degrees, you don't actually get the right animation frames to give the impression of turning. Instead, the graphics 'slide' horizontally to reveal the updated view, as if you've taken a step to one side.

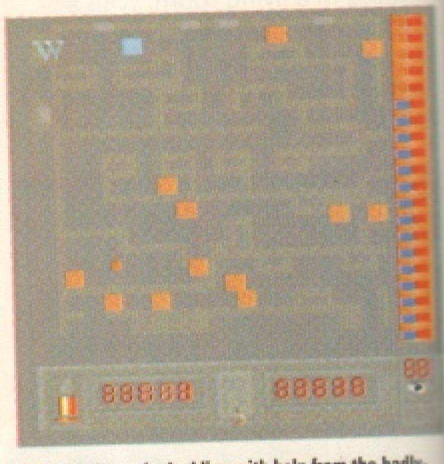
The baddies are so wooden, they could be extras from an edition of a dodgy soap. Their intelligence is also very limited. They tend to either stand around a corner waiting to ambush the player, or they just wade in with guns blazing, making no attempt to avoid being hit. The levels themselves lack variety and imagination too. It's seems like there's a never-ending supply of bland stone walls from one level to the next, with no markings to break up the monotony.

Control is suspect at times. To get the map on screen for instance, the joystick has to be rapidly wiggled up and down, making it easy to wander into a horde of nasties without realising. Some of the corridors are also poorly laid out and require pin prick precision to steer the *Death Mask* crew around.

It's not all bad. The sound is atmospheric, thanks to some quality music and suitably crunchy FX. With a little more attention in the level design and in the two-player mode especially, *Death Mask* would be recommended. As it is, it doesn't hit the mark. For many this would be evidence enough that an Amiga *Doom* clone is not possible on the Amiga. Maybe Team 17's forthcoming *Alien Breed 3D* will prove otherwise. ■



▲ Death Mask tries to be Doom but fails on a number of counts. There isn't any parallax for starters!



▲ Track down the baddies with help from the badly-drawn scanner.



DEATH MASK £25.99

A500	workbench version	1.3 +
A500+	number of disks	4
A600	RAM	1Mb
A1200	hard disk installable	no
A1500	graphics	60
A2000	sound	75
A3000	lastability	61
A4000	playability	70

OVERALL
A fun but disappointing Doom wannabe.
67

Pinball Illusions

■ **Price: £29.99** ■ **Publisher: 21st Century Entertainment ✆ 081 988 8888**



He's a Pinball Wizard, there has to be a twist, that Pinball Wizard has such a subtle wrist ... ahem, as the song goes. Jim Conway tickles the flippers.

My first on-screen pinball outing was *Devil Crash* on the PC Engine, and what a game it was. But I didn't have a PC Engine of my own and the friend who did eventually moved away. Then *Pinball Dreams* dawned on the Amiga, followed by *Pinball Fantasies*, and happiness returned to my household. Then it all went quiet, until this year when a poor attempt called *Ultimate Pinball Quest* darkened my disk drive.

Then around last September, plans for *Pinball Illusions* were announced and there was great rejoicing. This game was to be the most realistic yet, with AGA graphics, detailed tables and much improved sound. But it continued to be an illusion, with the rest of the Amiga press giving it middling to high review marks, despite 21st Century holding back its release (originally planned for Christmas), until the game was perfect. Well now they've finally got it right. The enhanced graphics (the game is A1200/ A4000 only) do two things. They not only increase the realism of the tables, which scroll up and down, but they also have allowed the inclusion of a high resolution full screen mode. The screen snaps from low resolution to hi-res interlace when you get a multi-ball, so you see twice as much of the table, allowing you to keep track of both balls. You can switch between the high and low resolution modes at any time with the F9 and F10 keys.



The three tables are called Law N' Justice, Babewatch and Extreme Sports, and each comes equipped with three flippers. Law N' Justice has 17 scoring missions, and is based around police chases, jailbreaks and hostages. Scoring includes everything from simple ramp combos to more complicated specific targeting. The Babewatch table involves scoring in more ways than one: the idea behind it is to attract babes by surfing and lifting weights, and it even has a gambling casino. The Dangerous Sports table is inhabited by the likes of the bloke from the Volvo 850 TV advertisement (the 'control freak'). It's all about living life to the limit, scoring combos, climbing cliffs and bungee jumping by shooting ramps. If 21st Century had been on the ball they might have even got the table sponsored by Pepsi Max.

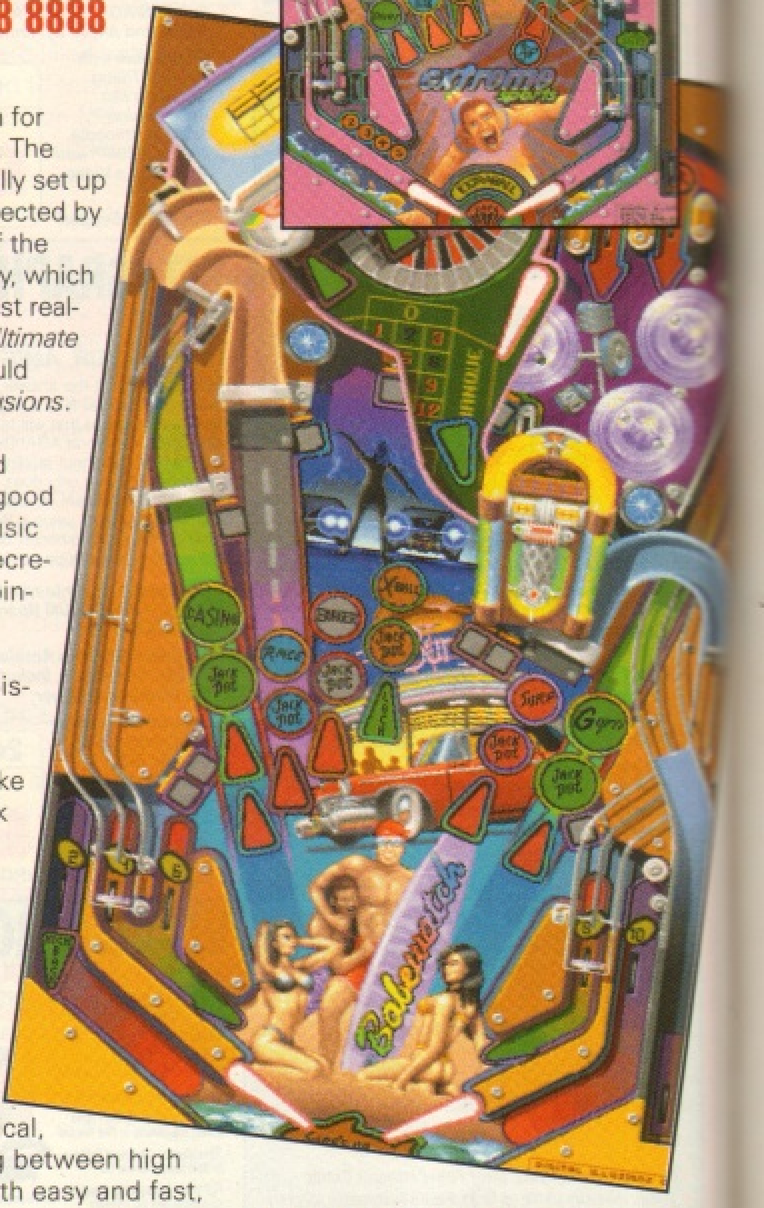
True to life

These are definitely the most realistic Pinball tables yet. The ball has a beautiful sheen and the lighting and scoring panel are pretty convincing. The flippers are also realistically sprung and the ball movement off the bumpers is very accurate. However, I would have liked a more realistic press and release spring mechanism for shooting the balls. The tables aren't actually set up in a way that is affected by the initial speed of the ball, but this facility, which was about the most realistic thing about *Ultimate Pinball Quest*, would have perfected *Illusions*.

Other niggles include the sound which, although good enough in the music stakes, doesn't recreate the genuine pinball experience which should include flipper noises, ringing bumpers and so on. I also didn't like the choice of pink as the colour for the surround on the Extreme Sports table. It doesn't seem fitting. The high res versions of each table are also really too small to be practical, although toggling between high and low res is both easy and fast, so this isn't really any disadvantage. It's really more a sort of stunted advantage.

Still the best

If *Pinball Illusions* is the last ever pinball sim on the Amiga (21st Century will not confirm or deny this and nobody else has plans for one at the moment) then it's not a bad game to bow out on. It's beautiful and addictive and although it doesn't excite me as much as its predecessors, it's still a top game. It doesn't quite give you the same feeling as a genuine pinball table, but for computer pinball fans it's pretty much an essential purchase. ■



▲ Muscles, babes and hot ball popping action – every young man's dream.

Pinball Illusions £29.99

A500 / A500+ / A600 / **A1200** / A1500 / A2000 / A3000 / **A4000**

- workbench version.........3+
- number of disks..............4
- RAM..............................2Mb
- hard disk installable ......yes

graphics	93%
sound	82%
lastability	91%
playability	89%

OVERALL
A genuine piece of pinball wizardry. **89%**

Hmm. A ten pin bowling simulation. Just what the Amiga is gagging for. Then again, who's Matt Broughton to argue with Team 17?

Kingpin

■ **Price: £12.99** ■ **Publisher: Team 17 ✆ 0924 385 903**

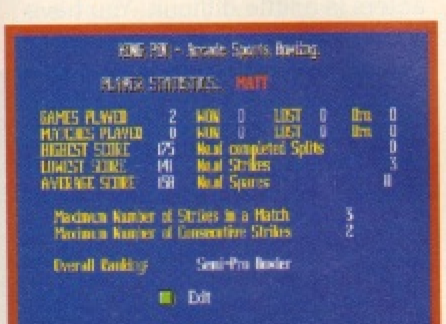




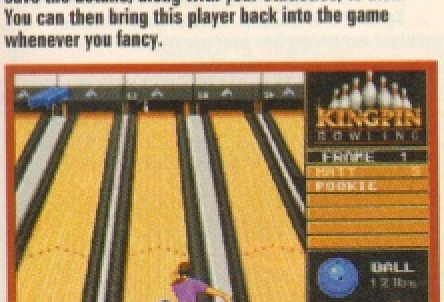
▲ With a light 14lbs ball, you can use a fair amount of spin. This is extremely fortunate as Pookie (my cat) has just messed this shot right up.

If there's one thing that Team 17 have proven over the years, it's their ability to consistently produce top-notch Amiga games, without sticking to any particular formula or game type.

Shoot 'em ups were revolutionised by the awesome *Project X*, the platform freaks had *Superfrog*, *Overdrive* sorted out the racing fans, and even pub-fans had *Arcade Pool* to play (once they'd been kicked out of the pub presumably).



▲ Kingpin allows you to create yourself a player and save the details, along with your statistics, to disk. You can then bring this player back into the game whenever you fancy.



▲ That blue flashing chip in the top right means it's the CPU's turn, and by God she is a complete git!

Well now it's time for ten pin bowling – not exactly an obvious sport for a computer game conversion.

Spinning balls

Kingpin avoids any major criticism simply because it achieves all that it sets out to. Unless you're a serious bowling enthusiast, the main question is not 'how accurate is it?' but 'is it likely to be any fun?'

Well, it's easy to get into, with an extremely intuitive control system, and simple, uncomplicated graphics to guide you along the way. First you select whether you want to make your approach from the right or the left. Push the joystick up or down to select a power level and then press fire to go.

At this point, a lovely little arrow appears at the front of the lane and zips back and forth; its speed is determined by the power level you previously set. You now have to take part in what really boils down to nothing more than a glorified reactions test, in the vague hope that the ball doesn't immediately sod off down the gutter. With this, the ball trundles down the alley, where upon the screen changes to a zoomed-in view, showing the final collision between ball and pins. The animation is a little bit jerky, but is believable enough, and even includes the mechanism that collects the remaining pins, along with the little flap that drops down and shovels off the dead ones.

Added extras

Fortunately, Team 17 have managed to include a few random elements in *Kingpin* to avoid the standard sport sim complaint 'I've got the knack. I'm now invincible'. This comes mainly in the form of differently waxed lanes that set the ball spinning in odd ways; sometimes pulling to the left, some pulling to the right. There's an action replay facility available — and before you crazy wild speed freaks get all panicky yes, it is in slow-mo.

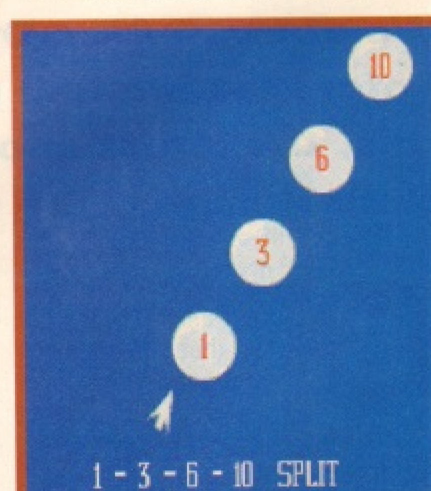
You do have the option to create and save a player to disk. In this way, rather than just having a new version of 'you' every time you load up, you can call back your own custom geeza (complete with custom coloured shirt) and work towards



▲ Relive great shots time and time again with this rather handy 'replay' facility. Fun for all the family.

building an impressive set of performance statistics. *Kingpin* goes down as a competent bowling sim, and though not exactly the sort of thing you'll show your PC mates to impress them, it does come into its own when played among a group. The controls are simple but effective and the graphics and sound do exactly what you'd want them to do (and there are some particularly nice speech samples in the A1200 version to keep the atmosphere up as well).

The score for *Kingpin* may seem slightly light considering the generally positive comments I've made throughout, but that's simply because I'm worried about Kingpin's long-term appeal, coupled with the thought, 'are many people really that interested in a ten pin simulation?' Still, it's worth a go if you're tickled by such things. ■



▲ As in real life, a handy overhead view allows the player to see how the pins have been split after the first throw. There's also a rather handy little arrow that indicates where the perfect shot should be aimed.

KINGPIN £12.99

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

- workbench version.........1.3 +
- number of disks..............1
- RAM...............................1Mb
- hard disk installable ......no

graphics	80%
sound	80%
lastability	79%
playability	84%

OVERALL
A competent but unremarkable bowling simulation. **79%**



Skeleton Krew

■ Price: £29.99 ■ Publisher: Core Design ✆ 081 988 8888

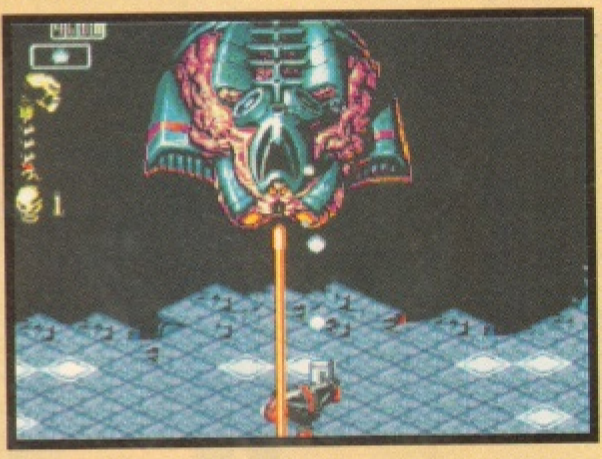
We starved Alan Dykes for six weeks before letting him get his hands on this, the latest shoot 'em up from Core Design.

Skeleton Krew has brilliant music. It's not often that you can say this about a game, and it's even less often that it warrants opening a review on, but this game has been endowed with a particularly good theme tune. It's a hip hop style rhythm, with tastefully sampled and sequenced drums and vocals and it's just a pity that some variation on the theme doesn't run throughout the game: once you actually start playing, *Skeleton Krew* reverts to run of the mill sound effects.

Shoot 'em ups invariably have a loopy storyline and *Skeleton Krew* is no different. An evil genius named Moribund Cadaver has taken over a place called Cyro City and inhabited it with nasty Cadaver spawn known as Psykogenics, a variety of mutant animals, ranging from deformed humanoids to wasps and octopuses.



A group known as the Military Ascertainment Department (or MAD for short) are more than a little worried about this, but instead of sending in massive legions of vicious stormtroopers, or nuking the place like I would have done, they decide to recruit some cryogenically stored



mercenaries to do the job. Your job, should you purchase the software, is to control one of these mercenaries and do MAD's dirty work.

Well-armed Spine

The three mercenaries are known as Spine, Rib and Joint and one or two players can take a character into action. The best character by far is Joint. He's a little slow but is massive and well armed. The token female is known as Rib and in a rather sexist twist to the plot, is the weakest member of the squad. Spine is fast and reasonably well armed and provides the ideal second player accompaniment to Joint.

The game takes place in what Core Design describe as Supergorescope, which basically means that it has an isometric 3D-style view. There is eight-way scrolling, but because of the size of the playing area in most levels, this feature isn't really taken advantage of in a big way.

The characters are teleported into a combat zone with three lives and you can pick up credits which are littered around most levels. Once a character loses a life he or she disappears and is replaced by a shadow on the floor, which can be moved up to four squares in any direction. Then, once you press the fire button, the character will be resurrected on the selected square. After you have lost all three lives the game finishes. You however are given one continue which allows you to start off again at the beginning of the level you died on, rather than the beginning of the game again.

Skeleton Krew isn't too difficult, in fact I would say that they've got the balance just about right – which is just as well because there is no option to select or change the level of difficulty. When I first played the game, the perspective and the style of gameplay reminded me of the old Mirrorsoft classic, *Escape From The Planet Of The Robot Monsters*, if anyone can remember back that far.

Losing Control

Unfortunately controlling the characters is a little difficult. You have to rotate them to move in any one



▲ Spine, 28, of Moscow, Russia, goes were no mutant mercenary has ever gone before.



▲ Er, not doing too well on this level. I've just been eaten by a spikey monster!





▲ Watch out for those mutant Cybergenic bumble bees ... that Cadaver chap knows no mercy. There are four control methods using either joystick or joypad.

of the eight available directions, but you can't fire and rotate at the same time. Well you can, when you're in rotate mode, but you can't really hit anything of consequence while doing so. If you're not in rotate mode you're stuck to firing in a particular direction until you take your thumb off the fire button, turn around and fire again.

Confused? So was I when I first tried to play the game. And I still am at times. This can lead to rage and frustration, struggling against the joystick to line up and shoot in the right direction.

The weapons, which include lasers and grenades are very effective, but once again a quirky control method when using Joint conspires to make them more difficult to use than a square peg in a round hole. Once you've rotated to face your enemy you'd think that pressing the fire button would send the dreaded Psykogenic into laser blasted oblivion, right? Wrong. If you fire while directly facing an enemy, the laser beam or grenade goes uselessly to its right-hand side (or left hand, depending on your point of view at the time). Basically as soon as you press the fire button Joint turns 45 degrees before firing. Bizarre eh? Could be the weight of his weapon. Hmm.



Supergorescope

Once you get used to the controls *Skeleton Krew* does become fun to play. The sprites are fairly well defined and the sheer variety of enemies is such that every new level brings up a new challenge. The end of level guardians aren't too difficult either, you just need patience and fast reactions.

For an A1200-only game the graphics are good but not very special. The Supergorescope has been well implemented and the scrolling and game speed are as smooth and fast as you like. The shooting, dying and teleporting sound effects aren't all that spectacular, but they are acceptable.

Once I got used to *Skeleton Krew* I enjoyed it. It's not a groundbreaking blockbuster, it's just a good shoot 'em up, if a tad quirky. There are control problems, and some of the smaller levels are a bit tedious, but it' long enough and playable enough to keep you absorbed until the end. ■

SKELETON KREW £29.99

A500 · A500+ · A600 · **A1200** · A1500 · A2000 · A3000 · **A4000**

- workbench version.........3.0
- number of disks..............3
- RAM 2Mb
- hard disk installable ......no

graphics	81%
sound	85%
lastability	86%
playability	83%

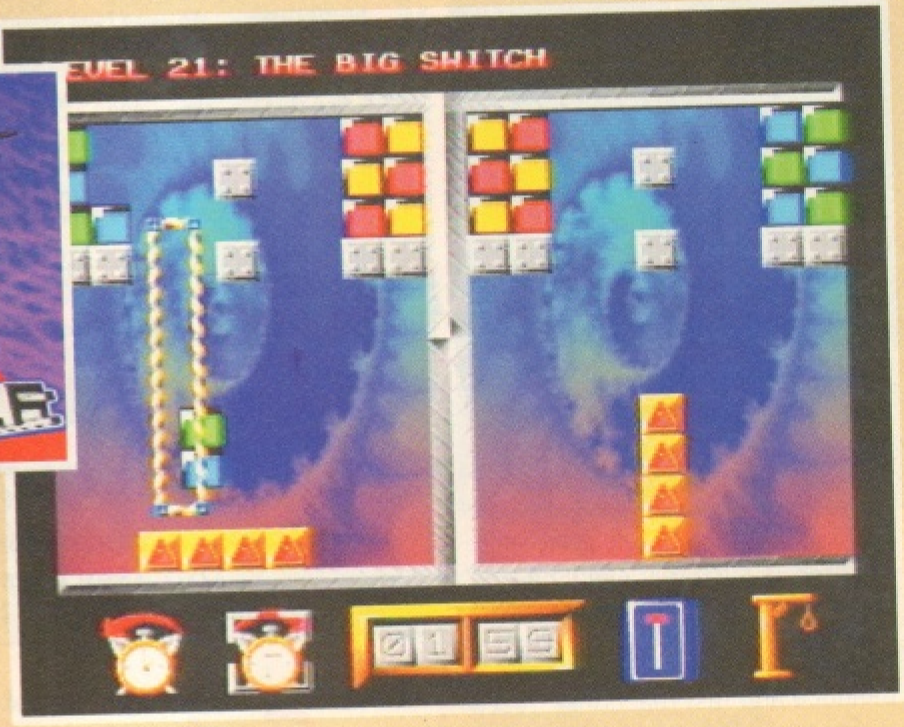
OVERALL A fine shoot 'em up with rather odd controls. **83%**

Jim Conway always looks puzzled, so he seemed like the right person to review Clockwiser. After three trips to the psychiatrist ...

Clockwiser

■ **Price: £25.99** ■ **Publisher: Grandslam © 0181 680 7044**





Agggh! I hate puzzles that I can't sort out and I've met one in *Clockwiser*. You see, there are these little bombs that explode once they are dropped onto another little bomb or any surface, setting off a chain reaction with anymore bombs in the immediate vicinity. I'm sitting in front of a screen full of them at the moment and I cannot figure out a way of leaving just one, unexploded, in the middle of the bottom of the screen. And that's what I have to do if I want to get any further in this game.

Clockwiser is the first original puzzle game available for the CD32. It's an object motion and time game, where you have to match the pattern of objects shown in a box on the right-hand side of the screen by moving those in the box on the left left-hand side. Each screen has a variety of blocks, known as elements. Of these, only the metallic ones cannot be moved or destroyed. These form platforms and walls which usually provide stumbling blocks that prevent you from simply moving all the other elements into place.

The other elements are as follows: anti gravity blocks; which can be moved horizontally and allow other elements to float above them. Brick blocks; which are not sensitive to gravity and can be moved in any direction. Diamonds; which are highly unstable and will multiply if dropped onto another surface. Transporters; which will transport elements that are dropped onto them to the location of another transport pod. Bombs; which are round and black and will destroy anything they land on. Sandstones; which are like metallic blocks but can be destroyed by bombs. And finally gravity blocks; the most basic and useless of the lot of them. They come in a variety of colours and generally make your life a misery.

And so to the complicated bit. The reason the game is called *Clockwiser*, is that you move all of the blocks around in either a clockwise or anticlockwise rotation. And there are rules to be obeyed. You cannot select sandstone or metal blocks because they can't move. You also need to be careful about moving diamonds and bombs. If you inadvertently drop a diamond you will get several more for your trouble. Likewise, if you drop a bomb you will not only waste it, you may ruin your chances of completing the screen. The joypad is a bit cumbersome here, but luckily there is an option to use a mouse.

There is a time limit set for each puzzle and this will vary according to the difficulty level. This is a good way of judging how many moves you have to make to complete a screen. Two minutes means that it's quite complicated. Three Seconds (I joke not) invariably means that there is only one or two moves. The clock doesn't start ticking down until you've actually started rotating some blocks, so there is plenty of time to logically plan your moves before you start.

User-friendly

Graphically *Clockwiser* looks better than the average puzzle game, and the different types of block are easy to see. The presentation is good and there are three difficulty modes, all designed to have you pulling your hair out. The first 12 or so screens are designed to show you the ropes so you're not thrown in at the deep end straight away.

The music quality is good but I found the tunes themselves really annoying after a while.

Passwords

Clockwiser is certainly a well thought out and reasonably original puzzle game. Its frustration factor is high, but there is a stop button that restarts each scenario without having to go back to the beginning, which is really handy. What's really welcome is the fact that on completing each screen you get a password, which allows you to go back to the game and pick up where you left off.

I'm not a puzzle game fanatic. The only one I've ever gone back to is *Tetris*, but I like *Clockwiser*. Although it doesn't have that, 'I'm going back to beat the last high score' competitive quality about it, it does make you think a lot, even while you're not playing, about how to solve the latest puzzle it's thrown up. In fact, you can even create your own puzzles and let a friend tear their hair out trying to solve them. Unfortunately though you can't save them on the CD32.

I'm used to PD puzzles on the Amiga, which come cheap, so paying for a full price one seems a bit much. But then again, for a game with *Clockwiser*'s quality finish, that you can play whenever you feel like it on a machine that doesn't have much else to offer in the way of puzzles, it could just be worth it. Anyway, back to those bombs. ■

CLOCKWISER



A: .... E: ....
B: .... F: ....
C: .... G: direction
D: fire H: ....

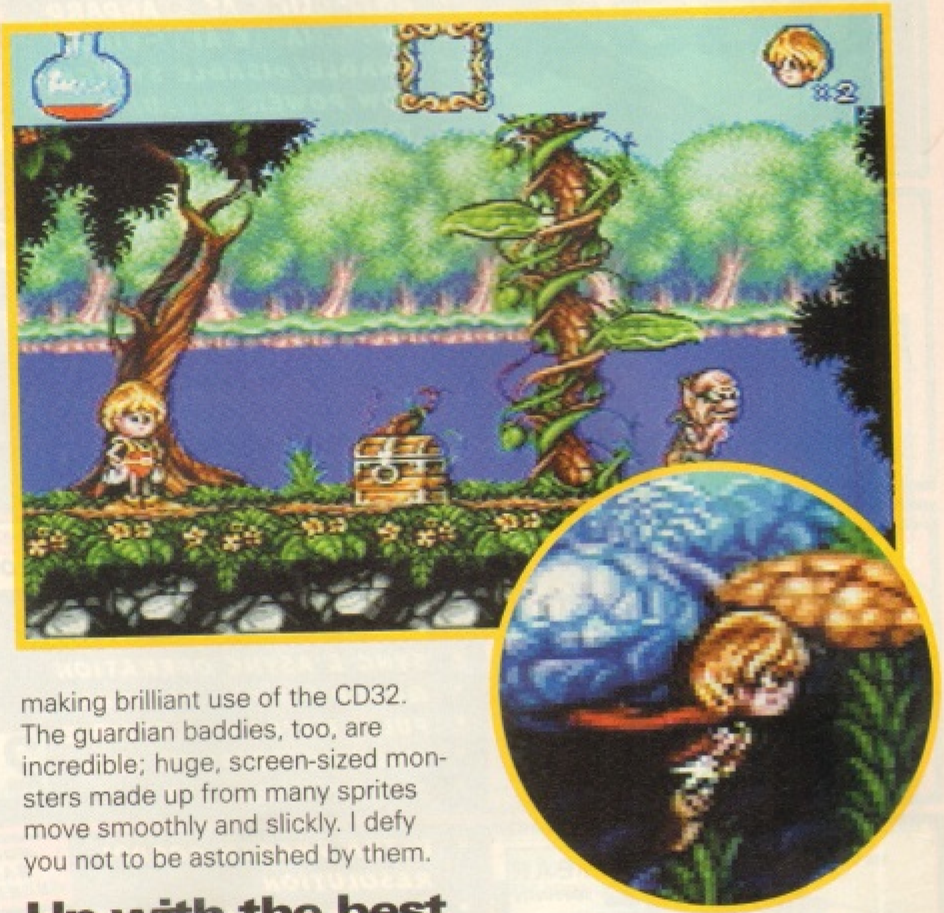
graphics	82
sound	80
lastability	88
playability	83

OVERALL
A fine original puzzle game. **82**

The Mis-adventures of Flink

■ Price: £14.99 ■ Publisher: Psygnosis © 051 709 5755

CD32 owners have at last got an exclusive game that they can really shout about, reckons Andy Nuttall. And it's from the makers of Microcosm. Good grief!





Wainright is a bloke who enjoys walking. A lot, in fact, to the extent that he wrote books on the subject something, which I think is rather sad, as I consider the old 'pied-a-terre' to be something that only happens when your car breaks down.

It's curious, then, that Psygnosis has chosen the Wainright monicker for the baddy in its second CD32-only game (*Microcosm* was the first). Curious, because *Flink* is neither dull nor boring, and has only one noticeable thing wrong with it. More about that later.

Flink, you see, is a young apprentice wizard. He's charged with the retrieval of his four masters, who were banished to the ends of the earth by the aforementioned Wainright. It's a slow, thoughtful platformer, with nothing more bloody and violent than bouncing on the odd baddy to dislodge him and steal his belongings. It looks very much like Thalion's *Lionheart*; and not surprisingly, really, because it's written by the same team!



Cracking surrealists

The levels span six different graphical scenes — including a rather surreal 'Metaphysical' level. One of the main differences between this and *Lionheart* though, is that you can also go back to previous levels, to have another crack at some of the puzzles that maybe you couldn't solve earlier. Ingredients must be picked up, spells mixed and cast. We're not talking *Eye of the Beholder* or *Call of Cthulhu* but it's certainly more mind-taxing than most games of this sort.

For example, perhaps you need a spell to shrink you down to get through a tiny door; but the spell you need doesn't show up until later on in the game. So, you mark the points where you get stuck, and then return to them later with a fresh approach and a few newly-created spells. It manages to weave this sort of semi-cerebral puzzle cleverly into the action, which means that it even appeals to young arcade-loving upstarts like me.

But then, of course, it's also a rather excellent action game, albeit a reasonably slow-paced one. Faster than *Mario*, slower than *Sonic*, it uses some of the most stunning graphics you'll ever see on an Amiga (hell, on any format) for the backgrounds, the main isometric-3D map, the huge sprites — making brilliant use of the CD32. The guardian baddies, too, are incredible; huge, screen-sized monsters made up from many sprites move smoothly and slickly. I defy you not to be astonished by them.

Up with the best

In almost every way, *Flink* is up there with the best Amiga games. Almost. There's one huge, glaring omission that doesn't so much kill the game off, as place a large, ugly wart on the side of its nose. Where, oh where, are the level codes? Not giving you the option to save your position in an adventure game of this kind is bad; but forcing the player to return to the beginning after ploughing through many of the large, gruelling levels is unforgivable. I must have played through the first few levels a good 20 times before I got anywhere near the end of the game; and I would, quite frankly, have killed for a save-game option. Oh, how I'll never understand software publishers.

But there's a positive counter for even this. Just as I was about to rate *Flink* at a well-above average, but mildly-flawed 81%, news came in that Psygnosis has signed an exclusive deal with the game chain Future Zone, meaning that *Flink* is to be sold at a meagre £14.99. Hey, it's got a flaw, but it's not that bad — and for a little under 15 sovs this is, quite possibly, the CD32's finest hour. Buy, and enjoy. ■



▲ Watch in awe as our brave hero Flink hovers over the map which links all the levels.



▲ This stone monster may look really hard but one bounce on his head makes him crumble to death.

FLINK £14.99

100%

0%



A: screen mode	E:
B: casts spells	F:
C: pick up	G: direction
D: jump	H: pause

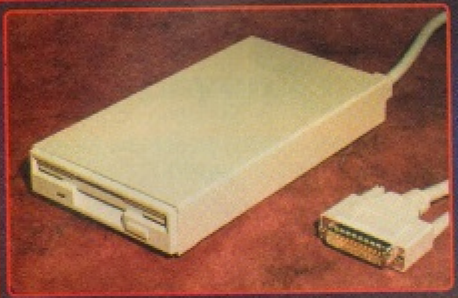
graphics	94%
sound	81%
lastability	87%
playability	83%

OVERALL

A classic CD32 game at a budget floppy price. **87%**

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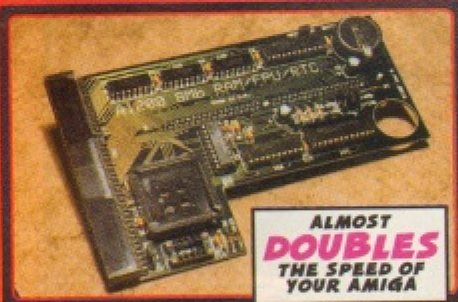


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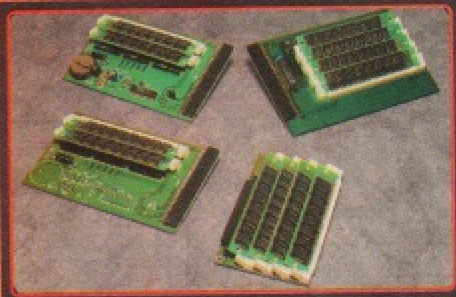
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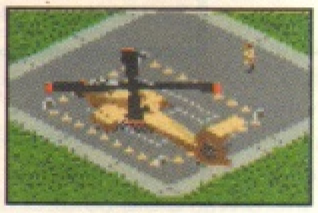
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Jungle Strike

■ Price: £29.99 ■ Publisher: Ocean ✆ 081 988 8888



▲ Using Hydras on a tank.



▲ Returning to the landing zone.



▲ Try not to destroy civilians.

Desert Strike was a highly acclaimed game, one of the best shoot 'em ups ever. It had all the necessary elements; plenty of enemies, in all shapes and sizes, varied and purposeful missions, a useful arsenal of weapons and detailed, colourful graphics. The most important thing it had on its side, though, was realism. This realism was not a product of multimedia photo-imagery or sampled sound, it was a product of thousands upon thousands of hours of television coverage of the real *Operation Desert Strike* in the Persian gulf. In the same way as some companies bring out film licenses Electronic Arts brought out a war license, and they made a mint on all formats once they converted the Megadrive original to the Amiga and the rest.

Unfortunately the Amiga was well behind the consoles this time too, it received *Jungle Strike* at about the same time as the 16-bit machines saw *Urban Strike*. And now the CD32 version has arrived, courtesy of Ocean. Never mind, it was worth the wait.

The A1200 version was notable for its reduced loading time over the original, but the CD32 version beats them all. The interscene cuts are still there; this is really just a port of the original, but the fact that there is no disk swopping makes life much easier, especially as *Strike* is the sort of game you just want to get into and start playing straight away.

Once you flip the lid, stick the disk in and start playing you'll find yourself in what look like familiar surroundings, but if you compare it to *Desert Strike*, you'll realise just how much the graphics have changed. For a start this is an AGA only game, so there's more subtlety in the colouring. Also, although called *Jungle Strike*, the game's scenarios are actually spread out between city, desert, sea and jungle backgrounds, and so the variety is greater while colour and detail are improved immensely. The sprites are also very well defined.

Your chopper is completely new too, a Comanche instead of an Apache, and comes equipped with cannon, Hydra and Hellfire missiles. The latter being the most powerful weapon, but also the most scarce. However, although you start each level in the helicopter, certain parts of the mission need to be dealt with by other types of combat craft, and thus you get to fly an F117A Stealth Fighter, ride an Assault motorcycle and pilot an armed hovercraft.

Jungle Strike is not only more detailed, varied and graphically beautiful than its predecessor, it's also more difficult. Even getting past the first level will take a while, and if you blow up the wrong vehicle or die more than three times you have to start the entire level again – and it's a large level. Still, there's no ifs or buts: *Jungle Strike* is a great shoot 'em up.

You really are missing out if it's not on your CD shelf at this very moment. Go on go out and rush down the shops to get it – you know you want to. ■

DESERT STRIKE



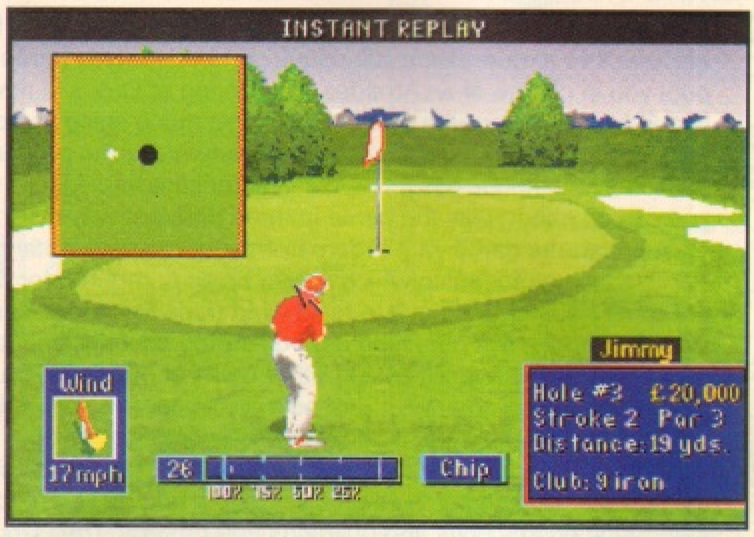
A:
B:
C:
D:
E:
F:
G: direction
H: pause

graphics	82%
sound	79%
lastability	86%
playability	88%

OVERALL
Brilliant conversion of the fab shoot 'em up. **86%**

PGA European Tour

■ Price: £29.99
■ Publisher: Ocean ✆ 081 988 8888



▲ An instant replay of a beautiful birdie. The replay and viewing options in this version are brilliant, combined with the updated, textured graphics.

PGA golf is, as far as I'm concerned, the best golf license there is. Others may have more detail, or more courses, or a top class course editor, but *PGA* clinches it in the playability stakes. It's easy to understand and a joy to play, and it's got that Electronic Arts sports game polish, which although annoying at times, undoubtedly adds a certain TV realism to the game.

PGA European Tour features five courses, one each in France, Spain and Switzerland and two from the UK. There are a wealth of viewing options and an impressive hole browsing facility that gives you complete control over the camera as you fly over each individual hole.

But the real selling point of this version is its new high resolution pseudo-texture mapped graphics. Gone are the days of 32 colour Amiga 500 backgrounds and players; welcome to CD32 AGA heaven.

This, combined with an updated but still smooth control system, variable weather conditions and, quite frankly, some damn good courses, makes *PGA Euro Tour* the best golf game available on CD32 (though I will admit there's not much choice). The only game which could possibly change my mind will be the next version of *Nick Faldo's Golf*. It's coming soon with over 200Mb of sampled speech and similarly updated graphics and animation. We'll see ... ■

PGA EUROPEAN TOUR



A:
B:
C:
D:
E:
F:
G: direction
H: pause

graphics	87%
sound	80%
lastability	90%
playability	89%

OVERALL
The best golf game on the CD32 yet. **84%**

VFM

DUNE II: THE BATTLE FOR ARRAKIS

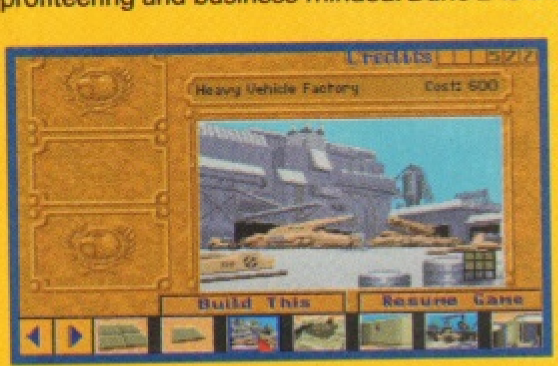
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There's a big change of emphasis in *Dune 2*, away from the RPG style of *Dune 1* to a more *Battle Isle*-esque combat strategy game. *Dune 2* puts you in charge of an Atreides, Harkonnen or Ordos (a newly introduced house) army, with orders to mine as much spice as possible, take control of territory and kill as many enemies as is prudent. And because each house has its own characteristics and special weapons you can, in effect, play the game in three different ways.

You start the game with orders from your mentat (military strategist) to mine an area for spice which is also being competed for by one of the other houses. You have to build wind traps for power, spice refineries, radar posts, troop training depots, armoured vehicle factories, advanced research facilities and other types of buildings. You also need to create an army with ground troops and vehicles to defend your base and attack and destroying the enemy's.

There is a certain spice quota you must reach for each mission and the score is worked out on the basis of how quickly you reach this and how many enemy units and buildings you destroy. The Harkonnen are better armed from the outset, and so are the easiest to play with, while the Atreides and the Ordos are more challenging, especially when up against the Harkonnen, who tend to get illicit computer-generated help from the Emperor's Sardukar terror troops.

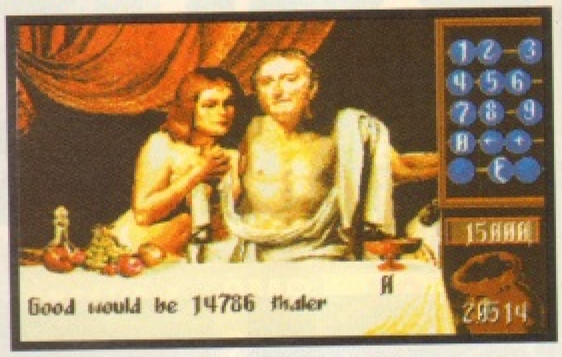
The graphics and sound are superb, while the character of each of the houses is perfectly captured; The Atreides mentat is reasonable but aloof to begin with, then becomes positively friendly; the Harkonnen is cunning and evil all along while the Ordos is dismissive, profiteering and business-minded. *Dune 2* is a completely different game to the first one, and in many ways better. It's a pity no more than one person can play it, but it's still well worth the money. ■



89 %

THE PATRICIAN

£16.99 DAZE MARKETING 071 372 7435



▲ Bribing a city official in the Luebeck public baths.

European programmers Ascon are now famous in Amigaland for their excellent football management simulations *On The Ball* and *On The Ball World Cup Edition*. *The Patrician* is all about trading in the Hansaeatic League, an amalgamation of trading guilds which was formed in the 16th century to foster European sea trade and protect merchants' ships from piracy.

At the time there was a big conflict of interest between rulers of countries and the merchant towns and ports which generated trade and wealth. Although the various monarchs and heads of state coveted this wealth they also needed taxes, and more importantly loads from the merchants in order to finance their eternal warmongering.This put merchants in a very powerful position and allowed them more or less autonomous control of ports and trading cities.

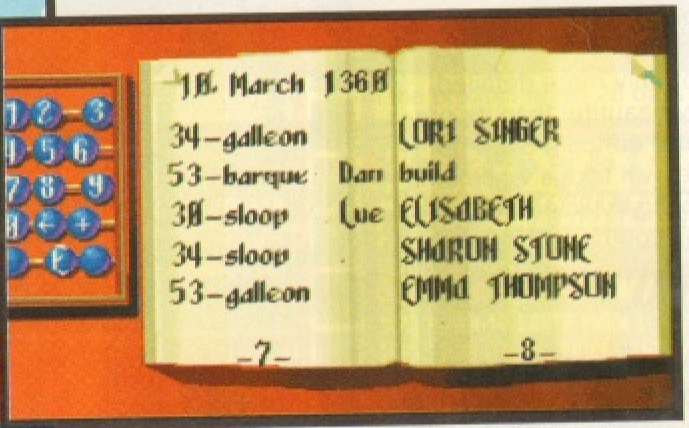
In *The Patrician* your job is to become a rich, prosperous and very important merchant, gaining control of a city and eventually the Hanseatic League by becoming Mayor and then Alderman. This involves putting together a formidable trading fleet, taking part in various naval military engagements to show off your power, and getting rid of pirates to gain more cash.

Understanding the basic principles of the game is easy. Actually succeeding is not. You start out with two ships, some cash and a storeroom full of goodies as just another merchant, based in the Baltic and North Seas or the English Channel. From there you have to work out a trading route, and find out which goods will fetch the most profit. In the meantime, you can busy yourself building or buying new ships and increasing your character's profile in his (or her) home town, importing and exporting the right goods, holding feasts, paying alms to the poor and giving money to the church.

If you are a history freak then *The Patrician* will delight you. It's a very accurate representation of the middle ages. Everything, from the importance of well chosen marriage, to the influence of religion is documented. You can even say Latin prayers and buy indulgences – both of which influence how the people of the town view you.

The Patrician comes with a bulky manual which tells you how the game operates, and provides a historical background on the Hanseatic League and life in the middle ages. Both this and the program itself have been fairly well translated from German, but you will spot grammatical errors and the odd German word or phrase. This is more of a minor annoyance than anything else. More of an annoyance is the fact that on the two different versions of the game I tested the graphics on some screens corrupted and made the essential on-screen choices difficult to see. Also, if you have an A1200 you will have to alter the boot sequence to 'original chipset' to get it to work. That said, if you're a real bookworm and sim fan, the game itself will rise above these problems to give months of enjoyment. Some would call it tedious, but it's a competent, if not very exciting trading sim. ■





▲ Some of the imaginatively-named ships on Mr Christian's books.

81 %

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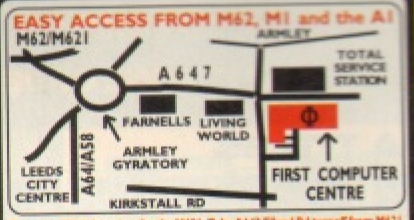
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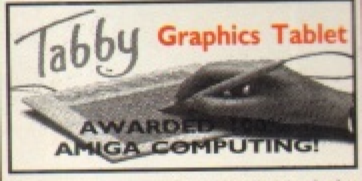
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S*hadow Fighter* (93% CU Amiga Magazine March 1995) is the biggest and one of the best fighting games available for the Amiga. It has more characters than an Australian soap and more moves than Gary Kasparov. It's better than *Streetfighter* and *Bodyblows*, and the jury is out on it versus *Mortal Kombat II*. So what better way to play the game than sitting in front of your very own Sony 21 inch TV, complete with remote control so you can quickly switch over to Brookside during the loading sequences?

Well that's what we thought and luckily Gremlin Interactive agreed, so they've put one up as a competition prize, mindful of the fact that an extra page of publicity for their superb game would not do it any harm.

All you have to do to win this competition is answer the following three questions and complete the tie breaker sentence in not more than 17 words.

Here's a handy hint. The answer to the first two can be found in last month's (CU Amiga Magazine Feb '95) review or in the game itself. If you haven't got last month's magazine send in your entry and we will open a copy of the magazine (on the right page) and read the answer for you. If you haven't got a copy of the game you really should go out and buy one. It's brill.

Put your answers on a postcard or the back of a sealed envelope and send them, with your name and address, to : SHADOW FIGHTER COMP, CU Amiga Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

1. What is the name of the german police man in Shadow Fighter?
- a. Dixon of Dock Green
- b. Helmut Kohl
- c. Yurgen

2. How many fighters are there in Shadow Fighter?
- a. 17, with 8 more to come on a data disk
- b. 4
- c. 24,000

3. George Foreman is:
- a. The sixth member of Take That
- b. The famous ukulele-sporting singer
- c. World Heavyweight Champion

Tie breaker

Complete this statement in not more than 17 words: I think violent computer games are OK because: ....

Rules

1. Employees of EMAP Images or Gremlin Interactive cannot enter.
2. Multiple entries will be thrown in the bin. This means that no matter how many postcards you send us only one will go into the draw.
3. The closing date for entries is 20th March '95.
4. Competition entries will only be accepted by post.
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6. The editor's decision is final and no correspondence will be entered into.

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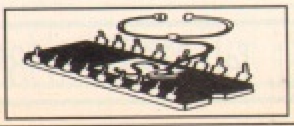
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Sensible World of Soccer



Players Guide

Once over the shock of how superb Sensible World of Soccer is, it's a fair bet your next thought will be, "Blimey, this is a bit on the tough side isn't it?" We at CU Amiga have melded our giant brains together into one pulsating and knowledgeable blob, to bring you this comprehensive tips extravaganza to one of the best Amiga game ever. Enjoy ...

ROCK BOTTOM

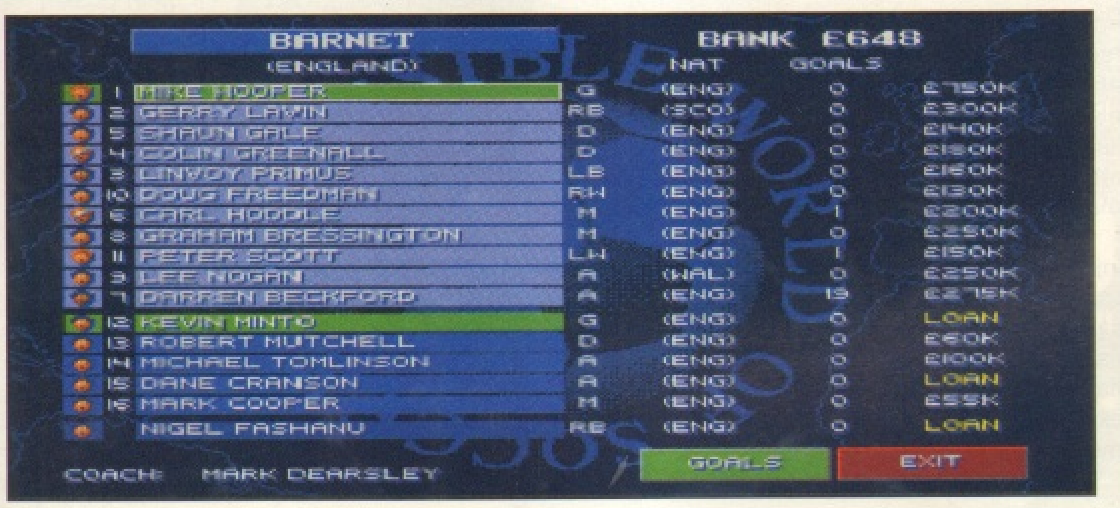
When first playing it's best to stick with lesser teams, otherwise you'll probably take a hammering. If you're football-wise, stick to one of the English teams in the lower divisions as you'll have a better idea about the opposition. If you must play as a 'class side' then stick to playing friendly internationals, where the skill levels are more closely matched.

Here are some tips to get you started on the promotion run.

We chose to play Barnet from the third division. Buying a goalkeeper was the top priority, especially for teams this far down where overall skills are not great. After searching the domestic transfer market we bought Newcastle's Hooper for a bargain £500,000. Unfortunately, a lack of funds meant that we had to include top scorer Lee Hodges in the deal.

However this has paid off, and after playing a tight defensive position for most of the first season, Hooper conceded only a handful of goals and is now worth £750,000. The rest of the defence have seen their values increase too.

After promotion and a good cup run we bought players to cover the next two most important positions, striker and centre midfielder, in the shapes of Oldham's Darren Beckford and Sheffield Wednesday's Graham Bressington respectively.



TOP OF THE TIPS

It's best to stay clear of the super teams until you've become competent at playing. Even the best teams, like Barcelona here, have their problems, not least of which is being in a league full of other superstars. Still, with the likes of Romario, Stoichkov and Hagi they're worth persevering with! Here's a guide to tightening up Barcelona, but these tips can be adapted to suit any top class team.



The first thing that needs changing is to get Hagi out of the reserves. Leaving any player worth more than £2 million in the reserves is stupid; not only will they decrease in value but you won't get anywhere near the maximum potential of your team. We've decided to swop Hagi with Bakero, not necessarily because he's better but because Bakero is 'only' valued at £2.75 million and is much more likely to be sold than Hagi, who at £9 million is out of reach for just about every team in the world.



The defence needs strengthening too. Only Koeman resides at the back and although brilliant he's more of a sweeper than an out and out stopper. Notice also that there are no spare

▶▶▶

defenders in the reserves, so if Koeman is injured, a midfielder would most likely take his place. This is not good as players perform poorly out of position. A defender is needed then, and from the transfer market we buy the Rumanian Belodedici for the asking price of £2.25 million. We chose him because he had skills which matched our style of play.

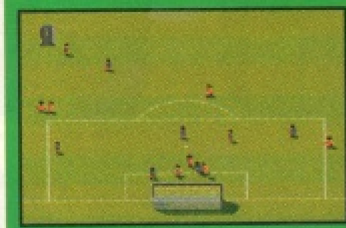


With their attacking flair Barcelona also require a better goalkeeper than the £600,000 rated Busquets. We couldn't find anyone to fit our requirements in the the domestic or foreign transfer markets, so we made an audacious bid for Inter Milan's Pagliuca, the best goalkeeper around. Despite our eventual bid topping £5 million (Pagliuca is valued at £2.75 million), Inter aren't interested and so we turn our attention to Blackburn Rovers, where remarkably they accept our £1.9 million offer for Tim Flowers. Hurrah! We've also decided to change the team formation from 3–5–2 to an equally attacking 4–3–3 but with the increased defensive coverage this offers.



The next step is to try and claw back some of the cash we've spent by sticking surplus players onto the transfer market. Not only is this essential to get more revenue, but it also stops the players' total wages bill becoming unmanageable and plummeting the club into debt, something that can happen surprisingly quickly at this level. Busquets and Bakero are both placed on the transfer market, along with the spare striker Jordi Cruyff and the reserve goalkeeper Lopetegui. After selling these players we're left with enough cash to buy two more defenders, one of which was Franco Baresi of AC Milan for £5 million.

TOP GOAL SCORING TIPS



Corner: If you're an Arsenal supporter you'll know all about the goal scoring chances that can be created from a corner, and the same rule applies here. With the mass of bodies hovering around the penalty box it can be difficult to keep track of the ball, and before you know it's in the back of the net.



Goalie Pass: Look for one of the central defenders moving forward in order to receive a pass from the goalie. As soon as the goalie releases the ball move in quickly with a striker, take the ball off the defender and shoot it diagonally (without any aftertouch) past the goalkeeper before he gets back to his line.



Rebound: The classic striker's shot. With the higher quality goalies featured in Sensible World of Soccer, the chance of a rebound is much higher than previously. One striker shoots on goal, the goalie parries it and the other striker follows through and scores before the goalie has a chance to get back on his feet.



Far post strike: A classy shot well worth saving to disk, the far post goal is tricky to get right. Approach the near goalpost and hit and hold the fire button hard, applying no aftertouch, to shoot the ball straight past the goalkeeper into the far post – hopefully.



The Slide: This is a fairly similar manoeuvre to the rebound. The slide can either be attempted from a rebound or a pass. It's quite simple really, all you have to do is run into the ball, hit fire and apply acute aftertouch. If the angle of the ball doesn't beat the goalkeeper then the speed of it probably will.



Banana: Another impressive shot that was a common occurrence in the original *Sensible Soccer*. This time round apply slightly less aftertouch to the shot, but still a considerable amount. For the best chance of getting the ball in, place your man to the far right of the goal, just outside the area and at a 45 degree angle.

GENERAL TIPS



Cup Run: Progressing as far as possible in the cups is extremely important. A good cup run will draw in the crowds and bring in some welcome extra revenue. The European Cup in particular is one serious cash generator, takings of £1 million pounds or more per match are not uncommon. Because of their importance it's best to field a weakened squad in the league match before any cup formation so as not to risk any injuries to players, or if they're carrying a knock, to make sure it doesn't get any worse. It's also a good idea to leave out any players who might be booked and banned from the match, especially if they are key players.

Job Offers: It's always flattering to get job offers, but unless it's the job of managing your country's team, don't leap at the first offer that comes your way as it will usually be for a worse team than the one you'll currently managing, especially if your team is about to get promoted.

Positions: Try and keep the players in their correct positions. It's acceptable to place a defender in a left or right back position while the usual player is suspended or injured, but that's as far as it goes. Whatever you do don't place an attacker in the defence or you'll spend the match picking the ball out of the net.

Injuries: If a player's carrying a knqck, it's best to leave him out for a couple of matches if you can, in order to let the damage heal rather than risk it becoming more serious. Most clubs are happy to accept a seriously injured player in an exchange deal, but be prepared to pay more more cash than usual to compensate.

Tactics: There's a very comprehensive selection of tactics already preset and these are more than adequate for the majority of situations. The only changes we've found really useful are:



Far post posse: Stick a couple more men than usual at the far post to stand a greater goalscoring chance than usual when taking a corner. Make sure not to move the defence out of position though.

Super Defence: Defend those precious 1–0 leads by shoving most of the team in your goalie's area. Leave a midfielder and striker upfield so you can punt the ball up to them for the odd goalscoring chance or simply to waste time.

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3 MORTAL KOMBAT 2 - £19.99 Recent Reviews; 92% Amiga format Gold, 95% CU Amiga Superstar. The Amiga conversion of this game is pretty good. There is a surprisingly great satisfaction in whipping your opponents and knowing exactly how you did it in this game. Great finishing moves, friendships, babalities, hidden surprises. This game has strength, whatever type of games you're into, this should be worth a look.

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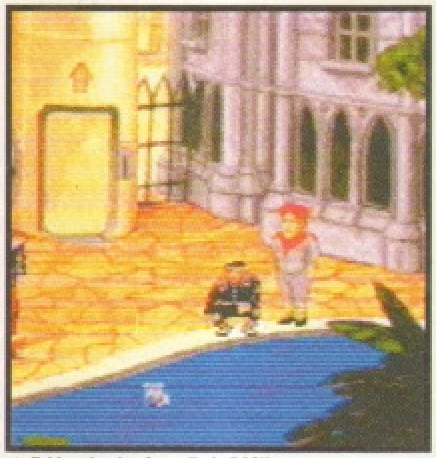
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▲ Taking the dog for a dip in BASK.

Beneath A Steel Sky

I am having problems on the factory level. I get Joey a new shell, but when I get the key I lose it on the way out.

Darrell Casaletto, Brighton

Yes, you definitely sound as if you've lost it. Don't worry that the man takes the key when you exit the storeroom, as you'll recover it later. What you do need is the putty from under the grating. This isn't silly putty; it's really plastic explosive and you will still have it after you've been searched. I won't ask you where you hid it, but let's hope it still works!

Now what you should do is go back down the hallway and use the ID card (which you should have found on the dead security guard) on the line terminal. After having a play there go to the far left of the level and into the power station.

Use the spanner to loosen the two jammed buttons and tell Joey to push one while you push the other at the same time. A pipe will burst and the silly old man will leave you to get on with the serious work. Pick up the lightbulb and push the switch. Put the smelly putty in the light socket, and detonate it by switching on the current.

Once you've blown off the control panel you'll be able to reach in and push both switches which supply power to the elevator outside.

Leisure Suit Larry III

I've been stuck with this game for ages and now I'm out of ideas. I found a membership card for Fat City in the Divorce Decree, then I found Patti, but she won't go with me because I have a pot-belly. I went to Fat City, but I don't know the combination for locker 69. Please tell me how to find the combination.

P.S. Please print this letter because none of the other magazines ever print my letters.

Karhan Rassad, Wigan.

Your wish is our command. Not only are we printing your letter but we are helping you out of this jam as well. Turn the key-card over and look at the shop names. Adverts for these shops are found on certain pages in the game manual, and those page numbers are the combination.

Police Quest III

At Aspen Falls the people say that there is a madman claiming that the aliens are coming. When I go up to him he steals my badge, throws it in the water and then jumps in after it. If I go in the water he drowns me. Please tell me how to arrest him.

D. Hebb, Thorngumbald.

Once the man has jumped into the water you should search his clothes to find his ID and keys. Throw the keys in the water and the madman will get out to attack you. I don't know why he gets so angry, he thought it was funny to throw your things in. As he comes towards you show how upset you are by bashing him with your night-stick. Handcuff him, take him to your car and search him. Take the knife that you find then drive back to the police station.

Zak McKracken

Please help me, I'm stuck in Zak McKracken. I've looked everywhere, but I can't find the lighter!

Jonathan Harvey, Cumbernauld

The lighter is hidden under the front seat of the aircraft, but to get to the front seat you first need to get that damn air stewardess out of the way.

Don't you just hate air stewardesses? If all the air stewardesses were laid end to end – I wouldn't be at all surprised!

Go to the toilet and use the toilet paper in the sink. Turn on the water, push the call button then head for the front of the plane.

Kings Quest VI

I'm stuck in two places; the first is the Catacombs – in the room with the descending ceiling. What do I need to put in the cogs? The second problem is on the Isle of Wonder. I have managed to get past the five dwarves, but cannot seem to get a book from the bloke with all the books. I think I need a book to give to the bookkeeper in exchange for a magic book.

Steven Long, BFPO 16.

Stick a brick in the cogs to stop yourself becoming the sixth dwarf. The bookworm will exchange his rare book for a dangling participle (I'm not at all sure what that is, but it sounds rude). You can find this strange thing dangling from a tree on the Isle of the Beast. You'll catch it by using the string of letters which is found floating in the water shortly after you've gone past the five dwarves. ■



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It all starts off this issue with the coupon printed on page 80. All you have to do is choose a team from the 22 top sides we've printed here, within the budgetary constraints that Renegade have set. And they're not as generous with notional money as they are with the real stuff! You've only got £17million to spend – roughly what you would get if you were



JOPS ATHLETIC!

Here's a sample team chosen by Sensi's Jon Hare.

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2	Stig Inge Bjornbye	Liverpool	1216	£650K
3	Paulo Negro	Lazio	1112	£550K
4	Dave McPherson	Rangers	1812	£1M
5	Miguel Lasa	Real Madrid	1914	£750K
6	Vladamir Jugovic	Sampdoria	2127	£1.9M
7	Michel	Real Madrid	1925	£2M
8	Antonio Conte	Juventus	1027	£950K
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10	Mark Hughes	Man Utd.	1431	£3.5M
11	Sergio Araujo	Atletico Miniero	0431	£2M

THE 22 TEAMS

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- Arsenal (England)
- Atletico Mineiro (Brazil)
- Barcelona (Spain)
- Bayern Munich (Germany)
- Blackburn Rovers (England)
- FC Porto (Portugal)
- Galatasaray (Turkey)
- Juventus (Italy)
- Lazio (Italy)
- Liverpool (England)
- Mamelodi Sundown (South Africa)
- Manchester United (England)
- Neguya Grempas (Japan)
- Newcastle United (England)
- Paris St-Germain (France)
- Rangers (Scotland)
- Real Madrid (Spain)
- River Plate (Argentina)
- Sampdoria (Italy)
- Tottenham Hotspur (England)

AC Milan (Italy)

1.	Sebastiano Rossi	G	0101	Italy	£1M
2.	Christian Fanucci	D	0112	Italy	£1.9M
3.	Franco Baresi	D	0113	Italy	£5M
4.	Alessandro Costacurta	D	0114	Italy	£3M
5.	Paulo Maldini	D	0115	Italy	£8M
6.	Roberto Donadoni	M	0126	Italy	£2M
7.	Demetrio Albertini	M	0127	Italy	£2.2M
8.	Marcel Desailly	M	0128	France	£3.5
9.	Gianluigi Lentini	M	0129	Italy	£3M
10.	Dejan Savicevic	A	0130	Yugoslavia	£7M
11.	Alessandro Melli	A	0131	Italy	£5M

Ajax (Holland)

1.	Edwin Van Der Sar	G	0201	Holland	£700K
2.	Michael Reiziger	D	0212	Holland	£800K
3.	Danny Blind	D	0213	Holland	£750K
4.	Frank De Boer	D	0214	Holland	£1.5M
5.	Finidi George	M	0225	Nigeria	£1.3M
6.	Frank Rijkaard	M	0226	Holland	£2.2M
7.	Edgar Davids	M	0227	Holland	£850K
8.	Jari Litmanen	M	0228	Finland	£3M
9.	Marc Overmars	M	0229	Holland	£3M
10.	Patrick Kluivert	A	0230	Holland	£650K
11.	Ronald De Boer	A	0231	Holland	£1M

Arsenal (England)

1.	David Seaman	G	0301	England	£1.9M
2.	Lee Dixon	D	0312	England	£1.5M
3.	Steve Bould	D	0313	England	£1M
4.	Tony Adams	D	0314	England	£2M
5.	Nigel Winterburn	D	0315	England	£1.3M
6.	David Hillier	M	0326	England	£550K
7.	John Jensen	M	0327	Denmark	£950K
8.	Stephen Scharzz	M	0328	Sweden	£1.5M
9.	Paul Merson	M	0329	England	£2M
10.	Kevin Campbell	A	0330	England	£1.6M
11.	Ian Wright	A	0331	England	£6M

Atletico Mineiro (Brazil)

1.	Luis Henrique	G	0401	Brazil	£3M
2.	Andre	D	0412	Brazil	£2.25M
3.	Neto	D	0413	Brazil	£1.8M
4.	Paulo Roberto	D	0414	Brazil	£2M
5.	Allesandro	D	0415	Brazil	£2M
6.	Valdir	M	0426	Brazil	£3.5M
7.	Cristavo	M	0427	Brazil	£2M
8.	Carlos	M	0428	Brazil	£2.75M
9.	Tononho Perreira	M	0429	Brazil	£3M
10.	Renaldo	A	0430	Brazil	£1.3
11.	Sergio Araujo	A	0431	Brazil	£2M

a factory worker in the midlands who has just won the lottery.

You can spend the money on any player from any of the 22 teams (that's 242 players to choose from, for your information), but you must recruit 11, 'cos otherwise you won't have a football team. Also, you can only recruit a maximum or 2 players from each team supplied. Want a super striker? Go for it. But remember, you have to leave enough money to get the rest of the team together.

How does Fancy League work then?

Every month all 22 teams in the league will play 14 matches (this is the Fancy League, after all!) with each team played by members of Sensible Software, Renegade, CU Amiga Magazine and The One. At the end of the three month period, each team will have played 42 matches, making up a full season.

Each player you have selected scores points based not only on his team's performance, but also on his individual goal-scoring or defending. So, after each match, every player's individual score is calculated, and after 14 matches we'll print all the individual scores.

Using the scores for each of your 11 players, you can then add up your team's total score for that month. You'll be pitting your wits against lots of other managers from around the country, but if you're judged to be one of the top 50 managers in any of the three months, your name, team name and score will be printed in a manager's league table in both CU Amiga Magazine and The One.

All you have to do to enter is write down your choices on the coupon on page 80, then phone the telephone number supplied and carefully tell the computer at the end of the line what your selection is. Alternatively you can post a photocopy of your coupon to the address printed on it. You must keep the original as proof of your entry. Entering the competition is free but the phone call, or the stamps, or the photocopies aren't. The phone call will cost you 36 pence per minute off peak or 48 pence per minute at all other times and the call shouldn't last more than an average of 3 minutes. If you're not responsible for the phone bill make sure you get permission from the person who is before you call The Fancy League line.

Then, beginning with the May issue of CU Amiga Magazine, and continuing for the next three issues, we'll be keeping an eye on the performance of each Fancy League manager (using our wiz computer) and we'll print the top 50 league table. At that stage we'll also announce the winner of the monthly prizes.

A very sensible choice ?

Confused? Let us give you an example of a team we prepared earlier (see boxout on opposite page entitled Jops Athletic) with the help of Jon Hare out of Sensible Software. We're certainly not suggesting that you use this team of course, oh no!

Barcelona (Spain)

1.	Carlos Busquets	G	0501	Spain	£600K
2.	Albert Ferrer	D	0512	Spain	£2M
3.	Ronald Koeman	D	0513	Holland	£4.5M
4.	Abelardo Fernandez	D	0514	Spain	£1.6M
5.	Guillermo Amor	M	0525	Spain	£1.8M
6.	Miguel Angel Nadal	M	0526	Spain	£5M
7.	Josep Gardiola	M	0527	Spain	£5M
8.	Jose Maria Bakero	M	0528	Spain	£2.7M
9.	Sergi Barjuan	M	0529	Spain	£2M
10.	Hristo Stoichkov	A	0530	Bulgaria	£8M
11.	Romario	A	0531	Brazil	£9M

Bayern Munich (Germany)

1.	Oliver Khan	G	0601	Germany	£1.3M
2.	Oliver Kreuzer	D	0612	Germany	£800K
3.	Lothar Matthaus	D	0612	Germany	£4.5M
4.	Thomas Helmer	D	0614	Germany	£3M
5.	Jorginho	M	0625	Brazil	£1.9M
6.	Christian Nerlinger	M	0626	Germany	£1.3M
7.	Markus Schupp	M	0627	Germany	£800K
8.	Mehmet Scholl	M	0628	Germany	£1.8M
9.	Christian Zeige	M	0629	Germany	£1.5M
10.	Jean-Pierre Papin	A	0630	France	£3.5M
11.	Alain Sutter	A	0631	Switzerland	£1.9M

Blackburn Rovers (England)

1.	Tim Flowers	G	0701	England	£1.9M
2.	Henning Berg	D	0712	Norway	£800K
3.	Tony Gale	D	0713	England	£550K
4.	Colin Hendry	D	0714	Scotland	£850K
5.	Graeme Le Saux	D	0715	England	£1.6M
6.	Stuart Ripley	M	0726	England	£1.5M
7.	David Batty	M	0727	England	£1.6M
8.	Tim Sherwood	M	0728	England	£1M
9.	Jason Wilcox	M	0729	England	£700K
10.	Chris Sutton	A	0730	England	£6M
11.	Alan Shearer	A	0731	England	£8M

FC Porto (Portugal)

1.	Vitor Baia	G	0801	Portugal	£1.6M
2.	Joao Pinto	D	0812	Portugal	£1.1M
3.	Semedo	D	0813	Portugal	£1.1M
4.	Aloisio	D	0814	Brazil	£950K
5.	Rui Jorge	D	0815	Portugal	£800K
6.	Secretario	M	0826	Portugal	£850K
7.	Vasili Kulkov	M	0827	Russia	£1.1M
8.	Rui Barros	M	0828	Portugal	£1.5M
9.	Emerson	M	0829	Brazil	£1.1M
10.	Sergei Yuran	A	0830	Russia	£1.1M
11.	Ljubinko Drulovic	A	0831	Yugoslavia	£950K

Galatasaray (Turkey)

1.	Gintaras Staucer	G	0901	Lithuania	£500K
2.	Norman Mapeza	D	0912	Zimbabwe	£450K
3.	Mert Korkmaz	D	0913	Turkey	£550K
4.	Yusuf Altintas	D	0914	Turkey	£500K
5.	Bulent Korkmaz	D	0915	Turkey	£550K
6.	Okan Buruk	M	0926	Turkey	£650K
7.	Suat Kaya	M	0927	Turkey	£500K
8.	Tugay Kerimoglu	M	0928	Turkey	£850K
9.	Hakan Sucker	A	0939	Turkey	£800K
10.	Kubilay Turkyilmaz	A	0930	Switzerland	£350K
11.	Saffet Sancakli	A	0931	Turkey	£700K

Juventus (Italy)

1.	Angelo Peruzzi	G	1001	Italy	£1.8M
2.	Ciro Ferrara	D	1012	Italy	£1.9M
3.	Luka Fusi	D	1013	Italy	£1.1M
4.	Jurgen Kohler	D	1014	Germany	£2.75M
5.	Moreno Torricelli	D	1015	Italy	£750K
6.	Angelo Di Livio	M	1026	Italy	£1M
7.	Antonio Conte	M	1027	Italy	£950K
8.	Paulo Sousa	M	1028	Portugal	£6M
9.	Didier Deschamps	M	1029	France	£1.9M
10.	Roberto Baggio	A	1030	Italy	£9M
11.	Gianluca Vialli	A	1031	Italy	£6M

Lazio (Italy)

1.	Luca Marchegiani	G	1101	Italy	£1.9M
2.	Paolo Negro	D	1112	Italy	£550K
3.	Roberto Cravero	D	1113	Italy	£1M
4.	Jose Chanot	D	1114	Argentina	£2.75M
5.	Giuseppe Favalli	D	1115	Italy	£1.5M
6.	Roberto Rambaudi	M	1126	Italy	£1.9M
7.	Aran Winter	M	1127	Holland	£2.75M
8.	Paul Gascoigne	M	1128	England	£7.5M
9.	Roberto Di Matteo	M	1129	Italy	£1.5M
10.	Giuseppe Signori	A	1130	Italy	£7M
11.	Alen Boksic	A	1131	Croatia	£6.5M

Liverpool (England)

1.	David James	G	1201	England	£750K
2.	Rob Jones	D	1212	England	£1.9M
3.	Neal Ruddock	D	1213	England	£1.5M
4.	Phil Babb	D	1214	Ireland	£3.5M
5.	John Scales	D	1215	England	£2M
6.	Stig Inge Bjornbye	D	1216	Norway	£650K
7.	Steve McManaman	M	1227	England	£1.9M
8.	Jan Molby	M	1228	Denmark	£1M
9.	John Barnes	M	1229	England	£2.25M
10.	Robbie Fowler	A	1230	England	£5M
11.	Ian Rush	A	1231	Wales	£4M

RULES AND HOW TO ENTER:

Please read this carefully.

1. Each entrant has £17 million in total with which to construct his/her Fancy League team. Any team exceeding this total will be void.
2. Each Fancy League team must comprise the following players: one goalkeeper; four defenders; four midfielders; and two attackers (11 players in total). The players' positions are as specified as: G - goalkeeper; D - defender; M - mid-fielder; A - attacker. Only the positions specified next to the players' names will be accepted. Any team not conforming to the formation above will be void.
3. Each entrant can pick a maximum of TWO players from any single team (i.e. you can't have three Manchester United defenders, or the four Ajax mid-fielders). Any entrant's team comprising more than two players from any one of the 22 Fancy League teams will be void.
4. Once you have selected your team, ring the Fancy Football League Hot-line number on the coupon on page 80. You must have a touch-tone phone to enter this way. If you haven't, you must enter by post – see rule 10 below. Once connected to the Fancy League Registration Line, follow the instructions, speaking clearly when prompted and inputting data such as players' code numbers using the dial pad. You are advised to fill in the form printed on the next page beforehand to cut down the length of your call.
5. The Fancy League Telephone Hotline will be set up to reject any team not conforming to the above rules. Average length of call: three minutes. Calls cost 36 pence per minute off-peak (that's 6pm to 8am Monday to Friday, and all weekend), and 48 pence per minute at all other times. Please check with the person who pays the bill before dialling. Lines will be open 24 hours a day from 21st February 1995 to 3rd April 1995. You must enter your team into the competition by the closing date. Any team entered after that date will be considered void. Multiple entries are allowed.
6. After the closing date, the Fancy League will begin. Each team will play each other twice, making a total of 42 matches.
7. Players will score points for each match they play in as follows: Goalkeepers gain four points (+4) for keeping a clean sheet (not letting in any goals), or lose one point for every goal they concede. Defenders gain four points (+4) for every goal they score, three points (+3) if their team doesn't concede any goals, or lose one point (-1) for every goal their team concedes. Midfielders score four points (+4) for every goal they score. Attackers score three points (+3) for every goal they score. Players who fail to appear through suspension or injury neither gain nor lose points for matches they miss.
8. Every month, for the next three months, both CU Amiga and The One for Amiga will print the results and goal-scorers of matches played during that month.
9. A league table will be printed every month showing the top 50 Fancy League teams and their respective totals. Prizes of a full football strip of your choice will be awarded every month for the manager of the top team.
10. If you do not have a touch-tone telephone, you can also enter by cutting out or photocopying the completed form below, and sending it to: Fancy League Entries, Computerize, Unit 1, Neach Hill, Neachley Lane, Shifnal, Shropshire TF11 8PJ.
11. After each month, the top manager will win the full footy team strip of his (or, indeed, her) choice. At the end of the competition, the manager with the most points will win a fabulous weekend for two people, to the European footballing destination of their choice. In the event of a tie, the team that has scored the most goals will win.
12. EMAP Images cannot be held responsible for any inaccuracies or technical problems which may occur. The Editor's decision is final, and no correspondence will be entered into.
13. EMAP Images reserves the right to cancel the Fancy League competition at any time, for any reason, without liability.

Mamelodi Sundown (South Africa)

1.	Craig le Grange	G	1301	South Africa	£650K
2.	Samuel Kambule	D	1312	South Africa	£300K
3.	Johannes Modau	D	1313	South Africa	£350K
4.	Lucky Molefe	D	1314	South Africa	£300K
5.	Joas Magolego	D	1315	South Africa	£450K
6.	Ernest Chirwali	M	1326	Malawi	£450K
7.	Rabbie Moripe	M	1327	South Africa	£550K
8.	Moses Morodi	M	1328	South Africa	£450K
9.	Zane Mosa	M	1329	South Africa	£450K
10.	Lovemore Chafunya	A	1330	Malawi	£450K
11.	Bennett Masinga	A	1331	South Africa	£550K

Manchester United (England)

1.	Peter Schmeichel	G	1401	Denmark	£3M
2.	Paul Parker	D	1412	England	£2M
3.	Steve Bruce	D	1413	England	£2M
4.	Gary Pallister	D	1414	England	£3M
5.	Dennis Irwin	D	1415	Ireland	£1.9M
6.	Andrei Kanchelskis	M	1426	Russia	£2M
7.	Paul Ince	M	1427	England	£5M
8.	Roy Keane	M	1428	Ireland	£2.75M
9.	Ryan Giggs	M	1429	Wales	£6M
10.	Eric Cantona	A	1430	France	£7M
11.	Mark Hughes	A	1431	Wales	£3.5M

Neguya Grempas (Japan)

1.	Dick Havenaar	G	1501	Japan	£550K
2.	Toshiyuki Kosugi	D	1512	Japan	£350K
3.	Garca	D	1513	Brazil	£450K
4.	Toshihisa Iljoma	D	1514	Japan	£350K
5.	Hisataka Fujikawa	D	1515	Japan	£250K
6.	Jorginha	M	1526	Brazil	£1.6M
7.	Makoto Yonekura	M	1527	Japan	£500K
8.	Elivelton	M	1528	Brazil	£1.6M
9.	Tetsuya Nakanishi	M	1529	Japan	£350K
10.	Gary Lineker	A	1530	England	£2.5M
11.	Shigeo Sawairi	A	1531	Japan	£550K

Newcastle United (England)

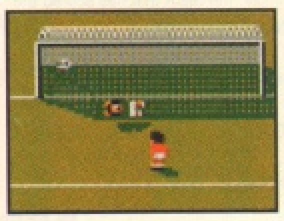
1.	Pavel Srnicek	G	1601	Czech	£2M
2.	Marc Hottiger	D	1612	Switz	£750K
3.	Darren Peacock	D	1613	England	£1.3M
4.	Philippe Albert	D	1614	Belgium	£3M
5.	John Beresford	D	1615	England	£1M
6.	Ruel Fox	M	1626	England	£1.5M
7.	Barry Venison	M	1627	England	£950K
8.	Robert Lee	M	1628	England	£2.25M
9.	Scott Sellars	M	1629	England	£700K
10.	Peter Beardsley	A	1630	England	£3M
11.	Andy Cole	A	1631	England	£5.5M

Paris St-Germain (France)

1.	Bernard Lama	G	1701	France	£1.9M
2.	Jose Cobos	D	1712	France	£950K
3.	Alain Roche	D	1713	France	£1.3M
4.	Ricardo Gomes	D	1714	Brazil	£1.8M
5.	Patrick Colleter	D	1715	France	£750K
6.	Daniel Bravo	M	1726	France	£800K
7.	Paul le Guen	M	1727	France	£800K
8.	Vincent Guerin	M	1728	France	£950K
9.	David Ginola	M	1729	France	£5M
10.	Valdo	M	1720	Brazil	£3M
11.	George Weah	A	1731	Liberia	£2.25M

Rangers (Scotland)

1.	Andy Goram	G	1801	Scotland	£1.1M
2.	Dave McPherson	D	1812	Scotland	£1M
3.	Alan McLaren	D	1813	Scotland	£1.1M
4.	Basile Boli	D	1814	France	£2M
5.	David Robertson	D	1815	Scotland	£1.5M
6.	Craig Moore	M	1826	Scotland	£450K
7.	Stuart McCall	M	1827	Scotland	£1.3M
8.	Pieter Huistra	M	1828	Holland	£950K
9.	Brian Laudrup	M	1829	Denmark	£4.5M
10.	Ally McCoist	A	1830	Scotland	£3M
11.	Mark Hateley	A	1831	England	£2.5M





Real Madrid (Spain)

1.	Francisco Buyo	G	1901	Spain	£1.5M
2.	Quique	D	1912	Spain	£1.3M
3.	Rafael Alcorta	D	1913	Spain	£2.75M
4.	Miguel Lasa	D	1914	Spain	£750K
5.	Michel	M	1925	Spain	£2M
6.	Fernando Redondo	M	1926	Argentina	£5M
7.	Fernando Hierro	M	1927	Spain	£7M
8.	Michael Laudrup	M	1928	Denmark	£5M
9.	Rafael Martin Vazquez	M	1929	Spain	£3M
10.	Jose Emilio Amavisca	A	1930	Spain	£2.25M
11.	Ivan Zamorano	A	1931	Chile	£5M

River Plate (Argentina)

1.	Leonardo Aguirre	G	2001	Argentina	£750K
2.	Ricardo Altamirano	D	2012	Argentina	£750K
3.	Guillermo Rivarola	D	2013	Argentina	£450K
4.	Roberto Clerico	D	2014	Argentina	£650K
5.	Diego Cocca	D	2015	Argentina	£1.3M
6.	Leonardo Astrada	M	2026	Argentina	£350K
7.	Julio Toresani	M	2027	Argentina	£750K
8.	Berti	M	2028	Argentina	£700K
9.	Ramon Medina Bello	A	2039	Argentina	£1.6M
10.	Alejandro Aranda	A	2030	Argentina	£1.1M
11.	Walter Silvani	A	2031	Argentina	£750K

Sampdoria (Italy)

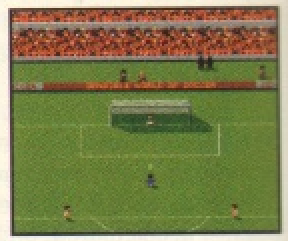
1.	Walter Zenga	G	2101	Italy	£3M
2.	Moreno Mannini	D	2112	Italy	£1.5M
3.	Riccardo Ferri	D	2113	Italy	£1.5M
4.	Pietro Vierchowod	D	2114	Italy	£1.3M
5.	Sinisa Mihajlovic	D	2115	Yugolslavia	£1.9M
6.	Attilio Lombardo	M	2126	Italy	£2M
7.	Vladimir Jugovic	M	2127	Yugoslavia	£1.9M
8.	David Platt	M	2128	England	£3M
9.	Alberigo Evani	M	2129	Italy	£2M
10.	Ruud Gullit	A	2130	Holland	£7M
11.	Roberto Mancini	A	2131	Italy	£4.5M

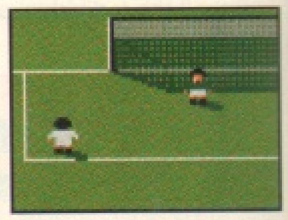
Tottenham Hotspur (England)

1.	Ian Walker	G	2201	England	£750K
2.	David Kerslake	D	2212	England	£650K
3.	Kevin Scott	D	2213	England	£700K
4.	Sol Campbell	D	2214	England	£750K
5.	Justin Edinburgh	D	2215	England	£500K
6.	Darren Anderton	M	2226	England	£1.8M
7.	Gheorghe Popescu	M	2227	Romania	£3.5M
8.	Jason Dozell	M	2228	England	£850K
9.	Ilie Dumitrescu	M	2229	Romania	£2.75M
10.	Jurgen Klinsmann	A	2230	Germany	£5M
11.	Teddy Sheringham	A	2231	England	£3M









THE FANCY FOOTBALL LEAGUE ENTRY FORM

Use this form to write down your Fancy League team. This will make it easier when phoning through your selection. It also doubles as an entry form if you don't have a touch-tone telephone! Remember, only send a photocopy, not the coupon itself.

TEAM NAME

NUMBER	POSITION	NAME	PLAYER CODE	VALUE
1	GOALKEEPER			
2	DEFENDER			
3	DEFENDER			
4	DEFENDER			
5	DEFENDER			
6	MIDFIELDER			
7	MIDFIELDER			
8	MIDFIELDER			
9	MIDFIELDER			
10	ATTACKER			
11	ATTACKER			
			TOTAL VALUE	

Note: You must have 1 goalkeeper, 4 defenders, 4 midfielders and 2 attackers. Players cannot play out of position. Fill out this form carefully before you phone, and make sure that everything is just as you want it. Phone and postal competition entries can be made from 21 February to 3 April 1995.

To Enter Call: 0891 615640

Address: Fancy League Entries, Computerize, Unit 1, Neach Hill, Neachley Lane, Shifnal, Shropshire TF11 8PJ. For postal entries please include a stamped self addressed envelope with your name and full address so that we can notify you of your competition entry number.

Flight of fantasy?



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If you've ever sat and waited for your Amiga to catch up, you'll know that an extra boost of power would be just the ticket. But, the only problem is the cost... isn't it?

Well not any more. When you compare our cost per MIP with other boards you'll be surprised at just how little you'll have to pay to enhance the performance of your Amiga computer. Then, the sky's the limit!

BLIZZARD 1220/4 4Mb TURBO

The multi award-winning 1220/4 offers by far the best price/performance ratio of any A1200 32-Bit RAM expansion on the market. Of course the 1220/4 also incorporates everything else that a good memory expansion should too, such as a Real Time Clock, further RAM expandability, optional FPU etc. as well as offering a Clock Speed Doubling Circuit which runs the 32-Bit FAST RAM at an amazing 28MHz. Not only does the 1220/4 give Amiga A1200 owners all this, but the price has broken the sound barrier too!

- Integrated 28MHz 68EC020 32-Bit RAM Clock Speed Doubler for up to 300% overall performance increase
- Factory Installed/Tested 4Mb of 32-Bit FAST RAM
- Expandable to 8Mb with Add-4 Board
- Integrated Battery Backed Real Time Clock
- Easy Trapdoor Installation, retains CBM Warranty
- Can be disabled in situ for full games compatibility

1220/4 Turbo 4Mb 32-Bit Fast RAM 28MHz 680EC20 CPU	£229.95
Add-4 Board (extra 4Mb for 1220/4) 4Mb 32-Bit Fast RAM add-on	£169.95
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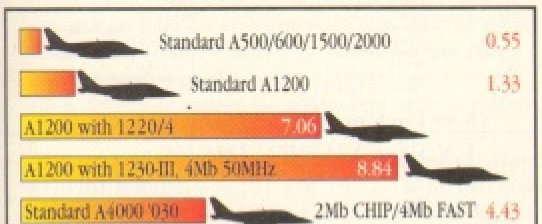
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Get Serious

LEANING OVER THE EDGE



With all the attention the National Lottery has been receiving recently, everyone's been wondering how they'd spend £8 million. What about, however, if you won a slightly smaller amount than £8 million – not enough to change your life but enough to play about with. What then? Imagine for instance you had to share the lottery winnings and ended up with a modest £40,000. If I won this amount I'd probably spend a large portion of it on finding out the vital statistics of a supermodel – Cindy Crawford for instance. Naturally this would mean entertaining her for a day or so which would (I'm only guessing) cost some £25,000. This leaves me just £15,000 in the bank. Or I could always save myself some money and find out her statistics for myself the easy way by consulting the new database that I created with Digita's new Datastore database (page 85).

Next up I'd throw a party, and naturally the music would have to be LOUD! For this I'd buy the rather tasty Sony HiFi which we used in our cover feature (page 22). This would set me back a modest £1,500. Extra speakers would probably come in handy as well, and as I've really grown attached to the Aiwa TS-D20 subwoofer and satellite combination we reviewed in the speaker round-up starting on page 94, they would be the obvious choice.

Now I'm left with just over £13,000 which is still a fair amount. A chunk of this would have to be spent sorting out Commodore's problems, so I'd fly out to the Bahamas for a week to help them sort it out– all in the name of work you understand! Back in England I'd need some way of adding titles and information to the documentary video I'd made when I was out there. For this purpose the Amitek Fusion genlock, reviewed on page 92 would be just fine.

With the remaining £5,000, I'd buy a nice fast modem (like the X-Link tested on page 90) and accelerator. Naturally the accelerator would have to be the fastest one available, and there's only one 50MHz card around for the A1200 at present, the 1230-III, which you can read about on page 91. With my new modem and accelerator I'd set up a high speed Internet link to download and process lots of glorious 24-bit pictures with which to sample the delights of Blittersoft's new high speed 64-bit graphics card (page 86).

Finally, I'd have to spend £3,500 on Emma, my girlfriend. After spending so much time reviewing this lot I'd forgotten about Valentines day, oh dear.

A hardware bonanza this month. No matter what your interests, you'll find something to tickle your fancy – be it modems, genlocks, accelerators or graphics cards. Then of course there's an exhaustive test of desktop speakers and a new column on CD-ROMs. Could you ask for anything more?



BLIZZARD 1230-III PG 91



CD-ROMS PG 100



FUSION GENLOCK PG 94

Amiga Frame Grabbing has just taken a Fall... in Price, but definitely not on quality!

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Use a satellite receiver as your output device.

Grab TV or video pictures from your VCR's video output

STAGE 1...

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STAGE 2...

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STAGE 3...

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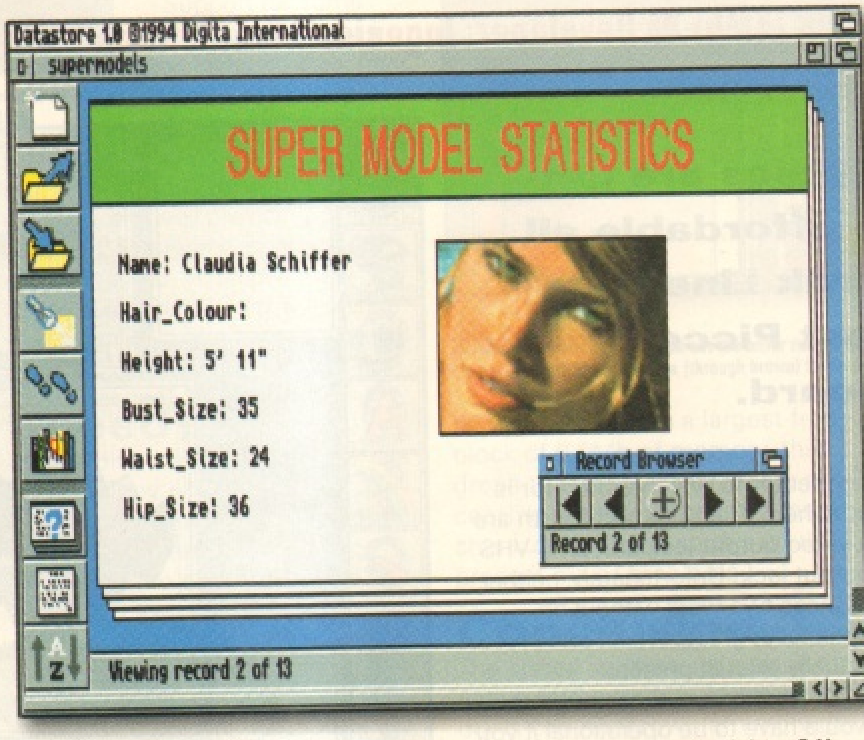
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Datastore

■ Price: £49.99 ■ Developer: Digita ■ Supplier: Digita ✆ 01395 270 273

Can Digita's Datastore database enhance Andy Leaning's home information bank? Or would Claudia Schiffer's vital statistics be better off in another product?



▲ The sexiest database screen ever. Here we see a Datastore database with text, numeric and picture fields, plus headings, and graphic boxes.

At first glance I thought that *Datastore* was much too simple to warrant the name of a serious piece of software. It just looked too uncomplicated to be considered powerful. The data presentation consisted of a bright colourful display, with two panels of icons and little else. Moving the mouse over the menus showed up an even more simplistic selection of choices.

There's something wrong here, I thought, surely databases are difficult things revolving around fields, records, Boolean search operators, reports and various other means of extracting information. But *Datastore* didn't seem to have any of these. On the surface at least it looked like a simple card file. So to find out more and to put it to the test I set about creating a database of a subject close to my heart: supermodel statistics.

Alien Data

If you decided to buy Datastore you may want to import data from another earlier database. Have no worries, although not outstanding, Digita's product can read in other file formats.

***Superbase*, until recently the most common Amiga database, is supported directly with a custom import facility. Other database formats can be tackled indirectly. Load up your existing database and save the data in ASCII format (any good program will be able to do this). You can now read in this ASCII file into Datastore and hey presto, your data is transferred.**

Simple power

Creating the test file was easy. In this example I created 'fields' (the areas you want to cover in the database) for each supermodel's name, a picture and their statistics. It was a simple procedure to set up. Clicking on the various toolbar icons you can create fields by 'drawing' them onto a blank page. Calling up any of the drawing tools creates a box, which calls up a requester asking for information pertinent to the type of object being drawn. For boxes, this is the colour, position and size. For text it's the font, colour and text to be displayed. The addition of coloured boxes, headings and picture boxes make the data input form easy on the eye and simple to use.

The fields requester controls the type of data that the field will hold. Along with the type of data entered, it's also possible to have the program change what's entered to lower or upper case automatically, and set whether the field has to be filled. In this example for instance, the name and statistics are vital, but you might not have a picture of each model handy. In this case you could set the picture field to be non-mandatory. When we enter data the program will force us to enter names whilst letting us skip the picture field at that time.

Once the form is completed we can then enter some data by simply typing text in and adding pictures as iffs. Then pressing the tab key its on to the next field. Once a complete record is entered we can move to the next and so on until complete.

It is by hiding all the requesters until they're actually needed in the creation of fields that Digita have managed to make *Datastore* look deceivingly simple on the surface whilst covering over of the power of a traditional database.

Just browsing

Once your database is established you can search through your records for a particular item using a word processing style search requester. Or you can browse through your records using the record browser – a simple icon panel containing video recorder-style fast forward and rewind buttons, plus single record advance and rewind buttons.

Even more complex search operations are possible. For example, you could create a 'query'. This builds a sub-database consisting only of records matching a given search pattern. It's possible to check the contents of two fields at a time against any text or numbers. From now on the record browser will only step through this sub database. Using the query creator it's also possible to produce a listing of the records showing only particular fields, if you wish.

So far *Datastore* has proved very capable, yet simple and easy to use. Unfortunately, I have a few niggles. I would like to be able to specify more than just two fields in the query-building requester. I couldn't, for instance, search for all models with a waist of 24", height of five feet eight inches and light brown hair – in this case Cindy Crawford. It would also be nice to have more layout tools, such as grouping functions, alignment and the like. I'm also surprised Digita provide only a rectangular shaped area of colours, what about circles, ovals and lines?

Conclusion

Datastore is a powerful program, and provides what most people need in a database whilst being very simple to use. You can create a comprehensive database using fields, pictures and the like. It can also check the data as you enter it, search for specific records, sort and print them. However, I couldn't recommend it over *Final Data* due to its minor limitations and the fact that it costs £10 more. However, it's still an excellent product. ■

DATASTORE

A500 / A500+ / A600 / A1200 / A1500 / A2000 / A3000 / A4000

system requirements: 4Mb, Workbench 2 or higher, HD installable (5Mb).

ease of use 92%
Brilliant, simple and effective.

performance 80%
Good, not outstandingly fast, but respectable.

value for money 80%
Slightly expensive compared to Final Data, lacking some of its power (ARexx etc), but still reasonable value.

OVERALL 82%
Fine example of why the Amiga is popular as a home computer.

Piccolo SD64

■ **Price: £299.99(2Mb) £349.99 (4Mb)** ■ **Developer: Ingenieurbüro Helfrich**
■ **Supplier: Bittersoft ✆ 01908 220196**

AMIGA MAGAZINE SUPERSTAR

24-bit graphics are getting more affordable all the time. Nik Lines plugs in the latest Piccolo visual booster board.

If a 24-bit graphics card can display 16 million colours, then a 64-bit graphics card must be able to display squillions, right? Wrong, because the Piccolo SD64 is both a 24-bit and a 64-bit card. Up to 16 million different shades of colour can be displayed (that's the 24-bit part), but all of the 'buses' or channels are 64-bits wide, so things happen a lot quicker than usual. There's no point extending the colour range beyond 24-bits anyway, as the human eye would not be able to perceive any improvement.

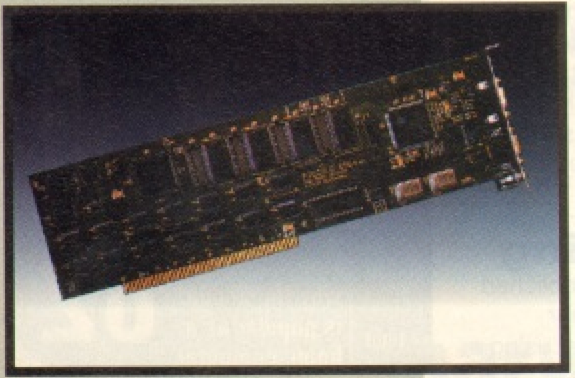
The Piccolo SD64 is a Zorro II/III type graphics card for Amigas 2000, 3000 and 4000. It's based on a fast graphics processor that comes with either 2Mb or 4Mb of RAM. The board contains a surprisingly small amount of chips, and the 2Mb version has an empty slot for a future 2Mb upgrade.

At the back of the card, there are four connectors. One is a pass-through input for your Amiga's standard video output, which is channelled to the main output on the board. The second is a standard 15 pin VGA output connector to which a monitor is attached. The third and fourth are a video output jack and an S-VHS output jack. Unfortunately, neither of these two work without an optional upgrade, which doesn't actually exist at present.

At least one of these outputs would have to be operational if you wanted to output graphics to video tape. No definite announcement has been made about this, so we'll just have to wait and see.

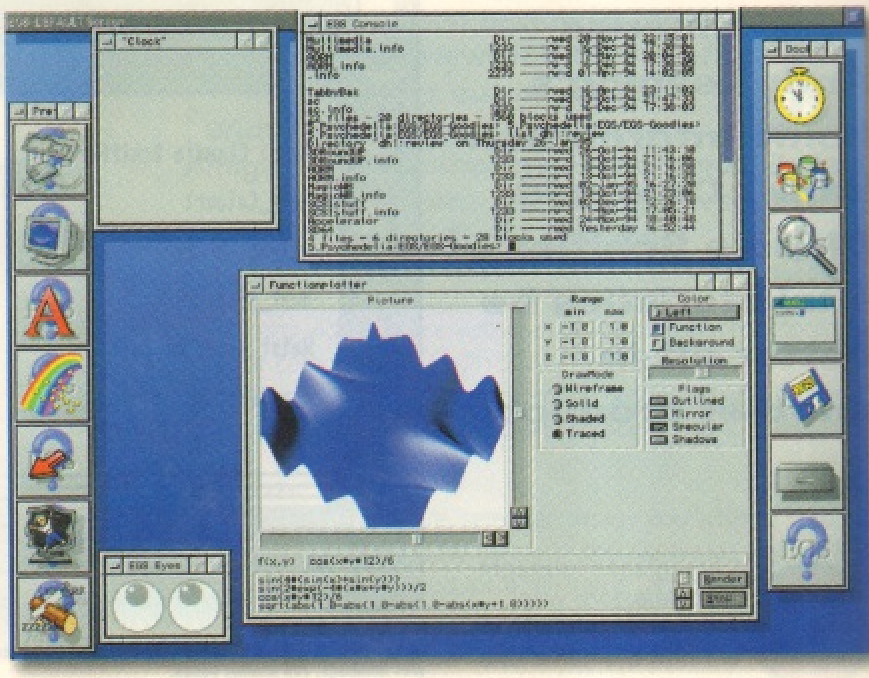
The pass-through input to the card is one of Piccolo's handiest features because when the Amiga is generating a normal display, the card becomes 'transparent', and outputs just the standard Amiga graphics. This saves the need to swop cables around. Or, if you have two monitors, you can use them simultaneously.

However, before you reach for your credit card, check that your monitor will do justice to this lump of resin, plastic and silicon. The card will output to single scan Amiga monitors (such as the Philips 8833) but this is a criminal waste of opportunities: it's like buying a Ferrari and putting bicycle wheels on it. The manual recommends using a monitor supporting horizontal scan rates of up to 48KHz. This will give you resolutions of up to 1120 x 832 pixels on the screen without flicker or interlace. For the more technical amongst you, the chip will output 1024x768 screens with a refresh rate of 70Hz – this is pretty good. For this review, the card was fitted inside an Amiga 3000 with Kickstart 3.1, 10Mb of memory and connected to an NEC 4FG monitor. Installation of the hardware was easy; plug in and play.



If you want to use the SD64 with an NEC monitor, you'll need to get your soldering iron out to join two links on the board. This is not a job for the clumsy or faint hearted. It would have been sensible to put this information in a prominent part of the manual, rather than hidden away at the back. It made me sweat!

The SD64 comes with three pieces of software: the *EGS system; TVPaint Junior* and *PicoPainter*. *EGS* (Enhanced Graphics System) is an attempt to lay down a standard for channelling Workbench compatible programs through 24-bit displays. There is a version available for other graphics cards, such as the *GVP Spectrum*. The SD64 comes with Version 7, which was pretty stable in our tests. *TVPaint* has become the a standard for 24-bit Amiga systems; *Junior* is basically a cut down version and *Picopainter* is a good support package written by the board's developers.

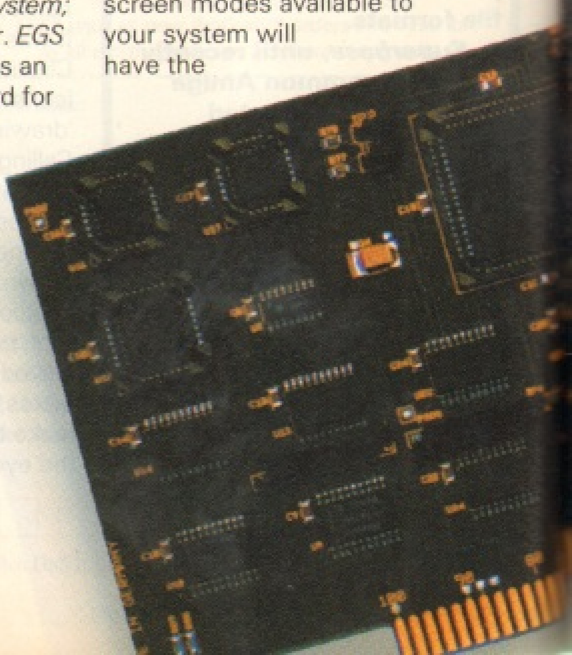


▲ **An EGS Workbench screen. The full colour icons and the high resolution give more than a subtle hint that this isn't a normal AGA Amiga or even an Amiga running MagicWorkbench!**

Installation of the package is very easy, using Commodore's standard installer. A monitor file is placed in your 'Devs/Monitors' drawer, allowing access to the new screen modes. Also, you can initialise the EGS system using WBStartup to make sure it ran automatically on every boot up.

Workbench emulation

Once up and running, the list of screen modes available to your system will have the





▲ The power of the Piccolo makes it simple to create and render 24-bit images such as this one from the Clip Art Professional CD-ROM.

PICOa: range of entries added to it. These range from 320x200 to 1280x1024 pixel resolutions, all in up to 256 colours (even on Kickstarts prior to 3.0 with a bit of fiddling). For day to day use, the high 70Hz refresh rate 1024x768 mode will be good enough for most people. The card also restricts available screen modes to those which can be handled by your monitor. As you can see from the shots, it improves the look of a basic Workbench screen no end.

Another tool provided is *PicoRetarget*, a screen retargeting tool which lives in *WBStartup*. This little program looks for any screens opening and gives you the option of forcing the screen into a different resolution. As an example, *Pagestream 2* does not give you screen mode options, but with *PicoRetarget* you can run in a 1120x832 screen with no troubles – stunning.

This works with most packages with a few exceptions, such as *ProDraw 3*. *Directory Opus* had a couple of hiccups, too: the package starts fine but does strange things to the screen after running the configuration program. Even using the program's in-built screen mode requester caused this problem. However, using the PD utility *Newmode* instead of *PicoRetarget* fixes this problem. The stability of the Workbench emulation is very important. The only thing the card doesn't do is allow you to drag screens, but this is no great loss as you can still stack and swop between multiple screens.

Support for some specific packages has been included also. *Real 3D* gains a library for rendering to an EGS screen, as does *Imagemaster*. A saver is thrown in for *ADPro* too, which works well providing a high colour EGS screen is open before running *ADPro* – if it isn't, the chances are that *ADPro* will snaffle too much memory and not allow a high colour screen to open.



▲ PicoPainter in action - check out the mixer requester for glorious graduated colour selection. Notice how smooth the change from black to white (through brown) is. On a normal AGA system this would be a series of bands.

Speed!

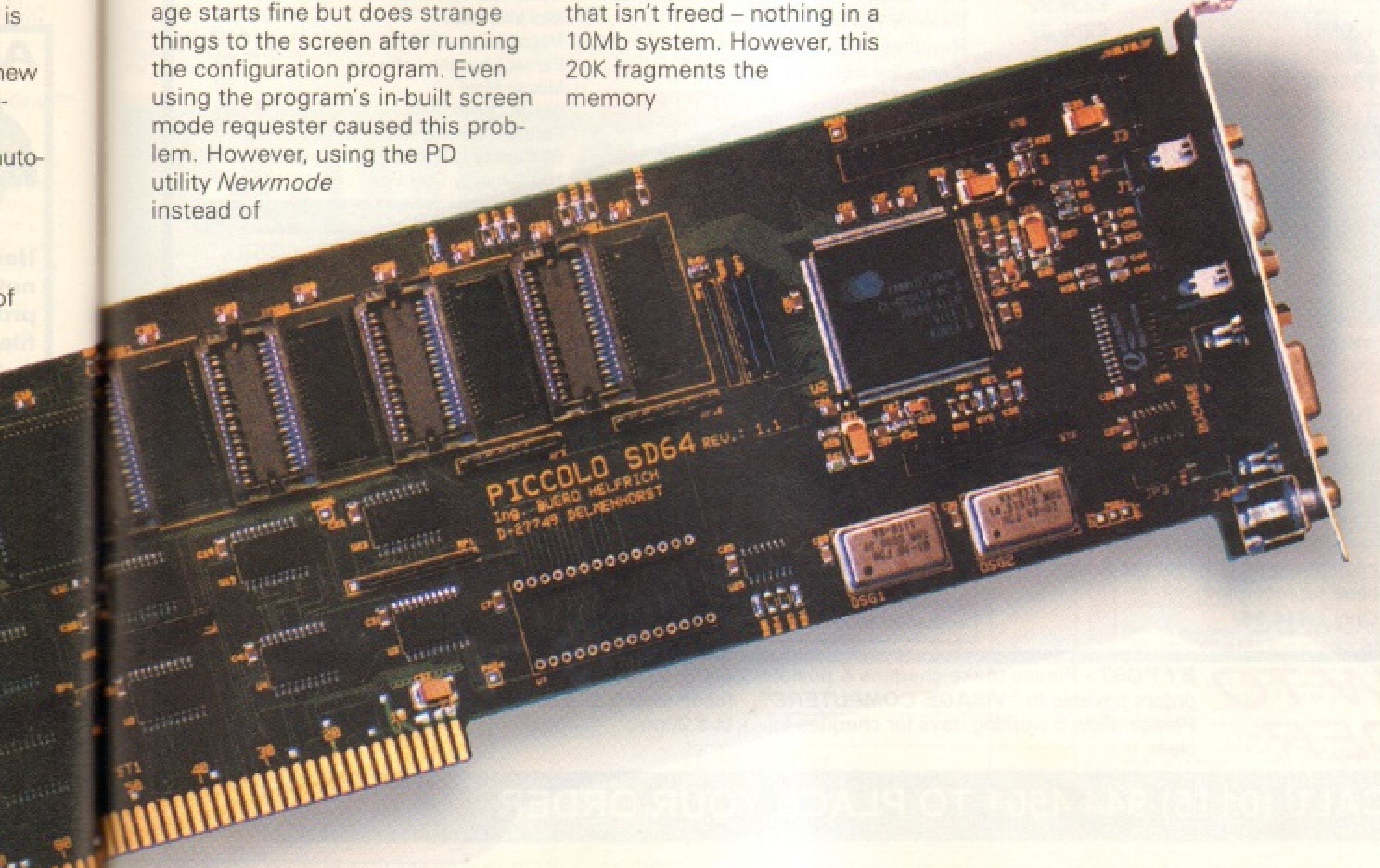
The 64-bit architecture makes this quite a nippy board. However, on windowing operations it just about manages to keep up. This suggests that the software is not as optimised as it should be, although this is currently being sorted out by the programmers. Quotes of "three times faster" are being mentioned, but take these with a pinch of salt.

The bad news

All is not quite rosy with the SD64, though. One major bug rears its head all too often – after opening an EGS full colour screen (for PicoPainter or a viewer program) and then closing it, memory is not fully released. OK, so it's only 20K that isn't freed – nothing in a 10Mb system. However, this 20K fragments the memory badly. From having a largest free block of 6.5Mb of memory, this drops to 3.2Mb. Many image processing functions require a large chunk of memory, so this could present major problems.

Conclusion

The speed is great, especially on native EGS screens. 24-bit windows can be thrown around with impressive speed. Text scrolling on the workbench is superb – useful for those who use CLI and the SHELL a lot. Other Workbench operations are fast, but not as quick as they should be. Workbench emulation is stable and well implemented. The manuals are excellent. To conclude, a great buy for anyone in the market for high colour and high resolutions. They're not getting this one back either: I've bought it. ■



WHAT IS IT?

The SD64 is a 24-bit graphics card using a 64-bit BUS. The 24-bit means that it can display pictures with 16million different colours on screen at once. But this isn't new. So why is the SD64 special? The answer is the 64-bit Bus which means that it can move 64-bits of information around at once. Other graphics cards can only move data in chunks of 24 or 32 bits. So with the SD64 operations such as window display, painting and filling are much faster.

PICCOLO SD64

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

system requirements: 2Mb, Kickstart 2.04, 6Mb hard drive space.

ease of use 92%
Easy to install, set up and use thanks to the manuals.

performance 86%
Fast and stable, but let down by that memory bug.

value for money 93%
Workbench emulation, 24 bit painting, EGS, 2Mb of memory and a decent chipset for under £300!

OVERALL
A star performer: fast and stable with goodies included too! **90%**

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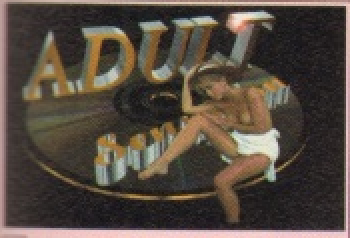
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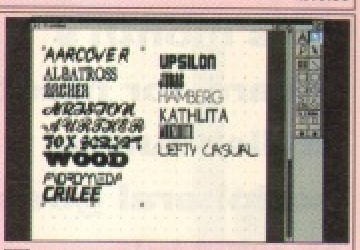
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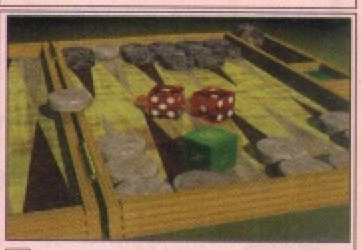
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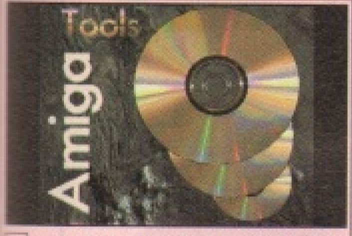
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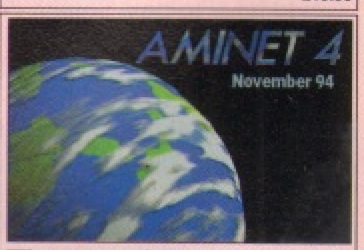
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X-Link 288E

■ **Price: £249.99** ■ **Supplier: Wizard Developments © 0322 272908**

This month's award for most stylish Amiga peripheral goes to the X-Link modem. Andy Leaning reveals exactly what makes it worthy of this accolade.

They're deceptive little things, modems. Take the X-Link 288E for example. As modems go, it's pretty stylish, even though to look at, it's nothing more than a plain black box. However, hook it up to your Amiga and a phone line, and it can link you to virtually any on-line computer system in the world, from the bloke next door to NASA headquarters.

If this modem was to be likened to a military aircraft, it would have to be a Stealth Fighter, because it's sleek, black and fast. The X-link is extremely fast offering speeds up to 28,800 bps (bits per second). This is great as it means you'll spend less time on the phone and therefore pay less to Auntie BT. Baud rates of 28,800 are currently the fastest commonly available speeds, and the modem supports both V.34 and V.Fast standards. Internet providers and BBS systems are gradually switching to 28,800 bps, which will soon become the standard rate.

It's the most stylish modem we've seen in a long time. The sleek black finish gives it a very modern look. It also has little red icons that light up to indicate what's going on. With its compact size and flashy lights, it's almost a coffee table conversation piece (but not quite).

Getting the fax just right

Another advantage of the X-Link is that it turns your Amiga in a fax machine. When combined with the *GPfax* software, faxes can be sent to and received from any Group 3, Class 1 or Class 2 fax. *GPfax* is available from Wizard Developments for £35 when bought in conjunction with the modem.

X-Link comes complete with the popular public domain NComm software. This is one of the best Comms programs available for the Amiga, and provides all the features you'll need.

However, to take full advantage of NComm (saving settings and so on), you'll need to pay a registration fee.

Conclusion

I really like the X-Link. It's elegantly designed and compact whilst offering wonderfully fast communication speeds. I have no hesitation in recommending the X-Link modem for anyone who wants the fastest possible access to bulletin boards and the Internet. ■





▲ **Flat out or upright? The choice is yours with X-Link. Also, those red little icons are more than a design feature – they also let you know exactly what activity is in progress.**

V. WHAT?

Anyone considering buying a modem will have come up against a barrage of jargon, most of which seems to be prefixed with the letter V: V.Fast, V.34, V.32 Terbo ... it's all very confusing.

These abbreviations have been created by the modem manufacturers, and describe the various standards the modems use to communicate with each other. The original standard was V.21 which enabled communication at a painfully slow 300 bits per second. If you're looking for a 28,800 baud modem you're likely to come across the following:

V.34: The latest standard for modems talking at 28,800 bps. Most new modems support this standard, which is likely to become the normal protocol for 28,800 modems. V.34 compatible models are recommended to anyone buying a new modem.

V.Fast: This benchmark was established by several modem manufacturers who wanted to release 28,800 bps modems, but didn't want to wait for the 'official' V.34 standard to be set. Unlike V.34, V.Fast doesn't support automatic error checking.

V.32 Terbo: This is an extension of the V.32 system that was originally designed for 14,400 bps modems. V.32 Terbo allows speeds of up to 19,200 with a 28,800 modem. It's not an industry standard.

V.42: This is a 14,400 standard using compression technology to achieve transfer rates of 57,600 baud. However, the compression technique means that it can not be used for all types of file.

X-Link 288E

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

system requirements: Any Amiga, but only faster models will be able to support the higher speeds.

ease of use 80%
Simple if you understand modems and beginners won't have too many problems either.

performance 94%
Faster than a lubricated sealion on a ski slope. With a following wind.

value for money 85%
There are cheaper alternatives, but they're not BT approved or V34 compatible.

OVERALL
An extremely nippy and stylish modem. **88%**

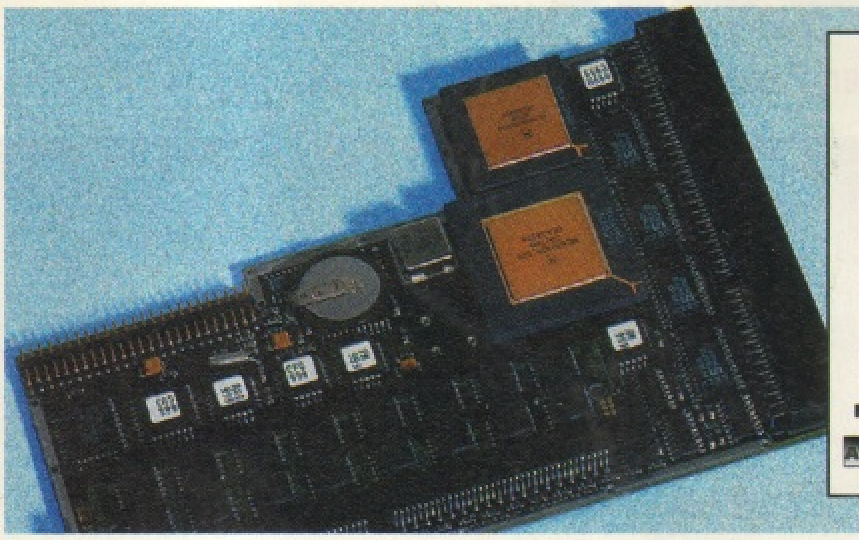
Blizzard 1230-III

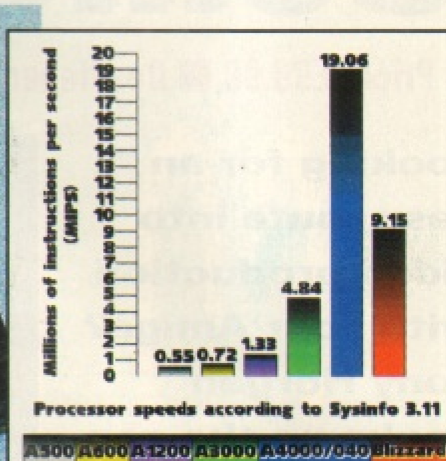
50MHz 68030 Accelerator board

■ Price: £229.95 ■ Developer: Phase 5 Digital Products ■ Supplier: Harwood © 01773 836781

AMIGA SUPERSTAR

Could this be the world's fasted A1200 accelerator? André Digard is on hand with the speedometer.





There's something spectacular about going from a standard A1200 to a machine that has an accelerator. Everything happens before you get a chance to blink. And that's just with a normal accelerator. With the Blizzard 1230-III fitted, the whole thing becomes almost frightening. One look at the speed comparison chart (top right) will tell you why – it really shifts.

Low cost

As you've probably already realised from the name, this is the third in the Blizzard 1230 series. The component count has been reduced, which has the benefit of lowering production costs, which in turn leads to a lower retail price. A few parts of the previous 1230 board have been discarded: one of the SIMM sockets has gone, and now there's a socket for PGA-type FPUs only, rather than both PGA and PLCC types. However, like the previous version, the 1230-III has a connector for a SCSI2 card, which is ideal for connecting to large hard drives or tape streamers, though they'll need to be external to your A1200.

The change to a single SIMM socket will make future RAM upgrades more awkward. Instead of just adding more RAM chips, you'll need to swop, sell or discard the existing RAM SIMM to free up the socket for a bigger SIMM.

Perhaps now is a good time to discuss the Blizzard's one set back in life. The memory expansion seems a little fussy. There were several programs which either refused to run or ran incorrectly. However, these programs were all PD demos. All the normal 'system legal' Workbench applications we tested worked perfectly. However, this mean that not all games will run with this accelerator either as due to speed factors not all games are programmed to be 'system legal'.

Speed queen

The most important thing about any accelerator though is speed, and it's here that the Blizzard scores its points. Spell-checks happen almost instantly. Database sorts are invisible. Blink and you'll miss your spreadsheet recalculate. There's no time for a coffee while you wait for *Imagine* to render a screen, especially if you have the optional maths co-processor. That's what it's all about really. The extra memory makes multitasking a far more viable option, even with RAM-hungry applications like DTP.

Performance-wise, this is the best accelerator for the A1200. It simply flies past all the opposition. It blows away most other accelerator boards such as the 40MHz Viper and GVP 1230-II both in terms of price and performance. This board is special. Its price to performance ratio is excellent .It's not only faster than the competition, it's also considerably cheaper, and only an Amiga 4000/040 is faster. If you want a 68030 in your A1200, this is the one to get.

The only problem with Blizzard 1230III is the incompatibility with certain software, which could be a major stumbling block for anyone regularly running games and PD demos. However, this shouldn't affect anyone using Workbench-compatible applications. ■

Jargon Busters

MHz – Megahertz, the speed at which a processor runs. 'Mega' means million, 'hertz' means cycles (or hire cars). Megahertz means a million cycles, in this case per second. A processor can do one part of an instruction per cycle. The average instruction on the Blizzard 1230-III takes between four and six cycles hence...

MIPS – Millions of instructions per second. The 1230-III runs at 50MHz hence the speed of just over 9 MIPS.

68EC020 – The standard processor in an A1200. It runs at 14MHz and will do around 2.69 MIPS with extra memory fitted, or 1.33 MIPS with the standard 2Mb of Chip RAM.

68EC030 – A slightly cut down version of the 68030. The missing bit is something called the MMU (Memory Management Unit). Most users would never notice the difference. Unless you're very serious indeed, this chip is perfectly acceptable. See the performance chart for the kind of speeds you can expect.

68030 – The full beast. This chip is the top of the line for A1200 users. Faster than a speeding bullet, it should satisfy all but the hungriest appetites.

68040 – Currently only available in the A4000/040, this is the hottest processor available at the moment.

68060 – The soon-to-be-released monster chip from Motorola. The basic version is capable of an astonishing 82 MIPS, some four times faster than the A4000/040.

SIMM – Single Inline Memory Module. This is an industry standard. SIMMs are small strips of circuit board, onto which the RAM chips are mounted. SIMMS of identical physical size can range from 1Mb up to 128Mb.

Warning: some accelerator boards are 'clocked'. This means that the processor is being run faster than the chip manufacturer recommends. This reduces the life expectancy of the processor quite considerably. The Viper boards and the Blizzard 1220/4 are both clocked, but according to their distributors, they are both still within the chip's tolerance levels. Neither the The GVP range of accelerators nor the Blizzard 1230 series are clocked.

Blizzard 1230-III

A500 A500+ A600 A1200 A1500 A2000 A3000 A4000

system requirements:
Amiga 1200, Workbench 3, 2Mb RAM

ease of use 85%
Once installed it's almost transparent. Makes most software easier to use.

performance 90%
Outrageously fast, only marred by the compatibility problem.

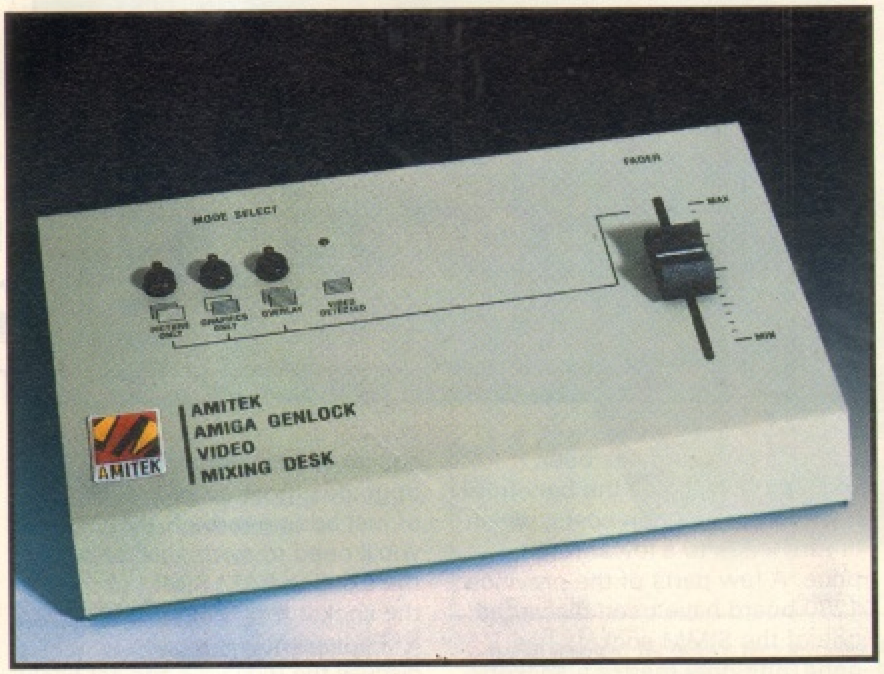
value for money 95%
Cheap, fast and expandable. Head and shoulders above other accelerators.

OVERALL
Potent, voracious, dazzling and smooth as silk.
90%

Amitek Fusion Genlock

■ Price: £99.99 ■ Developer: Amitek ■ Supplier: Silica ✆ 081 309 1111

Looking for an easy route into video production with your Amiga? Tony Horgan hooks up the genlock from Amitek.



That's a lie, the bit about going to the moon for £99 and getting a free T-shirt (see pic below). One day though... But that's the brilliant thing about genlocks – you can make up your very own TV adverts, whether they're completely false or not, just for the hell of it.

Alternatively, you could do something more useful with your Amiga and a genlock, like editing The Chart Show, adding banal captions over the music videos. If you don't feel up to producing a show for national TV quite yet, a steady income could be gained from hiring yourself out for wedding video shoots, overlaying romantic titles, cupids and that sort of thing with your Amiga. You could even attempt a kind of Roger Rabbit-style live action and cartoon animation combination. There's a hell of a lot you can do!

The key to all of this is a genlock, and this new one from Amitek seems to be a pretty strong contender for any budding videographer's money.

The connections on the back are as follows: composite video input for the video picture, composite video output for the combined picture, RBG monitor for viewing just the Amiga picture on a separate screen, RBG input, and an input for a chromakey. Amitek plan to release this chromakey add-on in the near future.

Included free with the genlock is the Scala HT100 video titling software (as cover-mounted on the February 1994 issue of CU Amiga Magazine). See the *Scala HT100* panel for details.



▲ See, you too can create witty and amusing adverts like this with the Fusion genlock.



▲ What a bargain? Scala HT100 and the Fusion genlock. Gimme, gimme, gimme.

Build quality

Just as I was about to praise the apparently robust build quality of the Fusion, it broke down. The picture output started rolling, and bore no relation to either the Amiga nor the video input. The suppliers, Silica, say that this is due to a resistor missing from certain versions of the A1200, which can blow part of the genlock circuitry. We are told that this missing resistor is to be included on all the Fusion motherboards on sale from now on, so you should be able to buy one off the shelf with peace of mind. If you do happen upon one of the early models of the Fusion, Silica will replace it for no charge.

There are three modes of operation: video picture only, Amiga graphics only, and overlay. The first two modes can be used for monitoring and simple cross-fades between Amiga graphics and the video input. The overlay mode is the important bit. This combines the Amiga graphics with the video picture, which shows through the parts of the graphics that are drawn in the background colour. The fader can be used to adjust the strength of the overlaid graphics in relation to the video picture.

Conclusion

Picture quality is good, better than the pictures on this page might suggest. The Amiga graphics survive the genlocking process with most of their original definition, and there isn't any significant degradation of the video picture. The main limiting factor is the composite video input and output. Composite video signals are prone to saturation and interference problems, but the quality is good enough for amateur work and even certain types of professional use (such as visuals for clubs and raves for example). The £99 price tag, with the free *Scala* software makes it a very attractive option for anyone wanting to get started in video production. ■

FREE SCALA HT100

One good idea is the inclusion of the *Scala HT100* software. It comes free with every Fusion genlock, and although you don't get the manual or the two clipart disks from the full *Scala HT100* package, there's enough to get you started. *HT100* is very good for adding simple, professional-looking titles and captions to your videos, and it's easy enough to figure out even with no instructions. Basic instructions are included on a single sheet of paper, but the full manual is available direct from Scala UK for £14.95. Tel: 0920 444 294.

FUSION GENLOCK

A500 / A500+ / A600 / A1200 / A1500 / A2000 / A3000 / A4000

system requirements: 1Mb RAM is required for Scala HT100

ease of use	85%	Just a matter of plugging it all in. The RBG monitor output is handy.
performance	82%	Good stable picture quality.
value for money	84%	Not overly expensive, and the addition of the free titling software is a bonus.

OVERALL A neat little genlock at an attractive price. **83%**



Speaker S

Speaker, speaker on the desk who is the loudest and the best? Andy Leaning tests eight desktop speaker systems.

We all know the Amiga has amazing stereo sound capabilities, right? So why waste all that raw music power by squeezing it through a tiny TV or monitor speaker? What you need is a decent amp and speaker system to it justice. You could hook up to your hi-fi, as detailed in the cover feature on page 22, but that's not always possible. Fortunately there's an alternative: stand-alone amplified speakers specifically designed for use with personal computers.

Over the next three pages, we rate nine of these systems, testing frequency response, clarity, depth and overall power.

QuickShot Sound Mate 4



Considering their mere 4 watt rating, this pair are capable of making quite a lot of noise. Volume, bass and treble controls are on the front panel, and there's a balance knob on the back.

The speakers connect to the sound source (in this case your Amiga) with a stereo mini jack plug. This means that you'll need an adaptor cable to link them to your Amiga's phono sockets. Mains power is fed into one speaker, which then connects to the second with a short wire. This wire is only about two and half feet long – barely enough length to fit one speaker either side of a monitor. Another couple of feet of cable would have gone down well.

Don't expect much in the way of sound quality. These are the cheapest in the test at just under £20, and as you might expect, you're hardly going to get hi-fi reproduction. If you already have a monitor with built in speakers, then these probably won't offer any improvement. They're only worthwhile if you currently have no sound output at all.

Special Reserve, 0279 600204

70%

ZyFi Speakers



Attractive they're not, but these turned out to be one of the most robust speaker systems in the test. A metal grill protects the front whilst a tough single piece plastic case houses the rest. These also use a mini jack plug, so a convertor will be needed to connect to the Amiga's phono sockets.

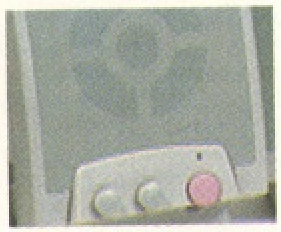
Although both speakers have independent volume controls, you can't adjust the bass or treble levels. Fortunately the general sound is well balanced, so this isn't much of a problem.

These ZyFi speakers are the most versatile of the lot, coping well with both game sound effects music. You won't get any earth-trembling bass sounds, but this could be cured by adding a sub-woofer.

Evesham Micros, 0386 765500

86%

ZyFi 2 Speakers



The stylish ZyFi 2 speakers are a dramatic improvement over the previous ZyFi models reviewed. The front grill arches back in a gentle curve. The back is even stranger, with most of the internals housed in a semi-circle enclosure which rests on a square base. Despite their trendy looks, the plastic used feels a little weak, and I wouldn't recommend dropping them. Two small tone and volume knobs are situated on the front. The volume knob is a little too sensitive, becoming rather loud after turning it only a slight amount.

They reproduce midtones reasonable well, although bass end was definitely lacking. They make Alien Breed 2's triple phase gun sounds more like a water pistol than a hightech weapon of the future.

Evesham Micros, 0386 765500

79%



Spectacular

Aiwa TS-D20 Aiwa Desktop Subwoofer Active Speaker System



Now we're talking. This is a combination of a bass sub-woofer and two satellite speakers. On the back of the sub are two phono sockets for the sound input, and four sets of spring clips for connecting the speaker wires of the satellites. On the front is a power switch, a bass boost control for the subwoofer and an overall volume dial.

Having the volume controls on the subwoofer could be a problem. In typical usage the bigger box housing the woofer will sit under the desk, while the two smaller units sit either side of the monitor. Using a setup such as this, you'd have to crawl around on the floor to adjust the volume. A main volume dial on one of the satellite units or even a remote control might have been a better idea.

Even so, the Aiwa system produces a nice clean sound, with a rich deep bottom end from the woofer. Hook this up to a shoot 'em up, and you'll hear all kinds of things you never knew were there! While the woofer kicks out the bass, and the small tweeter satellites give a good top end, the mid-range doesn't get much of a look in. This leads to the kind of sound you would get from a club sound system – great for pop and dance music, but some music purists may not like the dull mid tones.

The price is a little high, compared to a low cost hi-fi amp and speaker system, but then again £129 is the recommended retail price, and it'll probably fall once dealers get their hands on it. With its subwoofer and two satellite units the TS-D20 is a great all-in-one sound system to add to your Amiga.

WIN! WIN! WIN!

In a special Aiwa/CU AMIGA Magazine promotion you can win an Aiwa TS-D20 subwoofer and satellite combination. Turn to page 96 for more details.

Aiwa, 0181 897 7000

88%

QuickShot Bass Machine



A bit of an odd one this. For your money you don't get two small speakers that can sit either side of your monitor. Instead you get a single largish box which is heavy enough to warrant being positioned on the floor. Yes, it's a subwoofer. A unit designed to reproduce just the low frequencies – deep bass tones. Adding a subwoofer to a speaker system will result in much deeper, reverberating sounds. Explosions, gun fire, and engine noises can sound much more realistic with a subwoofer.

To hear mid and high tones you'll need a pair of normal speakers. The Quickshot Bass Machine assumes you've already got a pair of desktop speakers or that you're buying them with the Bass Machine and want to add extra bass to them.

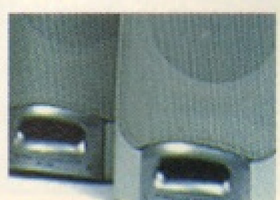
So does it succeed in its aim? In short, no. It maybe cheap (£39.99) but no matter how much you pay you should expect a subwoofer to add depth and weight to your sound – that's the whole point. Sadly the Bass Machine sounds empty and hollow. Most of the time we were pushed to even Notts a difference!

Quickshot's other speakers reviewed here were reasonable and worth checking out, but take our advice and pass over the Bass Machine.

Quickshot, 081 365 1993 (or all reputable Amiga dealers).

50%

Aiwa SC-C55



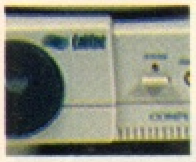
Having looked at Aiwa's TS-D20 these came as a surprise. The subwoofer system was black ash-ish colour, these however are cream white. In fact in a dull light they could be mistaken for being the same colour as the Amiga 1200.

They produce a nice loud and clear sound. Strangely where as the TS-D20 was lacking in mid tone reproduction these were quite the opposite. Both mid and high tones were ably generated, although I felt they were somewhat lacking in bass – ideal for a subwoofer combination?

Slightly expensive compared to the other speakers here, they were none the less very capable and came out well in all our tests.

82%

Labtec CS1000



Hmmm, gadget freaks will love this. It's certainly the most uniquely styled speaker set in this round-up. Rather than two boxes that sit either side of a monitor the CS1000 is a rectangular box that that the monitor can sit on. In this box, on either side, are speaker grills a third grill can be found on the underside.

In between the two grills on the front at tone and volume knobs, plus a socket for a pair of headphones and a power switch. It looks rather groovy under a monitor.

In performance terms I wasn't particularly impressed. It produced bass, mid and high tones reasonably well but the sound didn't sound that much better than that produced by the ZyFi or Aiwa speakers. It certainly didn't sound £60 better which is what it costs.

Sound seemed dampened or slightly muffled to my ears. If I had a chose I'd much rather spend a few pounds more and opt for Aiwa's subwoofer system.
Dimensional Services, 01844 345406

60%

Labtec CS900



Labtec seem to have a big misconception about pricing. Take these CS900 speakers for example. They're very stylish, look good and produce a good sound. Yet why are they £89! If priced more sensibly under £50 for instance they'd possibly make a reasonable buy.

Pricing issues aside they are very nice speakers. Slider controls, rather than dials favoured by all other manufacturers seen here, are present for bass and volume. There are nice responsive pushbutton switches for the power and enabling the treble.

Audio quality was excellent. For games and music alike they easily equalled every other speaker on test, although classical music had a tendency to sound a little flat.

In summary, these are fine speakers, well styled but let down by silly prices. If the pricing can be bought into line with existing UK speaker pricing they'll have a good seller on the hands. But for the time being at least the price prevents me for giving the CS-900 a high score.
Dimensional Services, 01844 345406

70%

Labtec CS600



Unlike the other Labtec models reviewed here this one probably won't win any awards for styling. Instead it's got a functional casing. The ritual volume control is present, along with push buttons for power, treble and bass.

Audio quality is reasonable. Laser fire from Guardian on the CD32 sounds punchy, whilst Tony Horgan's sound samples showed an admirable attempt at recreating bass, mid and high tones. High tones seemed particularly well catered for, a fact substantiated when we tried out various pop music tracks.
Dimensional Services, 01844 345406

81%

Jargon busters

Subwoofer: A separate speaker designed for producing just low, deep bass tones. Adding a subwoofer will make thumps, bangs, rumbles and explosions sound far more realistic.

STOP PRESS

As we were going to press QuickShot informed us that the SoundMate 4 and Base Machine were both to be superseded. No further details were available at the time. For further information contact QuickShot on 0181-365 1883.

Manufacturer/Model	Type	Watt	Battery	Mains	Cable Type	Price
Aiwa SC-C55	Active Speakers	8W	no	yes	mini-jack	£49.99
Aiwa TS-D20	Subwoofer + Speakers	-	no	yes	phono	£129.99
ZyFi Speakers	Active Speakers	8W	no	yes	mini-jack	£34.08
ZyFi 2 Speakers	Active Speakers	6W	no	yes	phono	£34.08
QuickShot Soundmate 4	Active Speakers	4W	yes	yes	mini-jack	£19.99
QuickShot Bass Machine	Subwoofer		no	yes	mini-jack	£39.99
Labtec CS600	Active Speaker	4W	yes	yes	mini-jack	£32.00
Labtec CS900	Active Speaker	7W	no	yes	mini-jack	£89.99
Labtec CS1000	Active Speaker	15W	no	yes	phono	£109.99

Note: At the time of writing Labtec had run out of power supplies. They should have stocks by the time you read this.

COMPETITION

WIN These fab aiwa speakers!!



We thought the Aiwa TS-D20 were great speakers, and the SC-C55 were pretty good as well. Now you can win one of them!

Aiwa and CU AMIGA Magazine have joined forces to bring you a poptastic competition. Aiwa are a name to watch. Aiwa value are now bringing CD-ROM drives, DAT drives and multimedia speakers to the Amiga market. Although you may not have heard of them before as a supplier of computer products you'll almost certainly have come across their HiFi systems. They are also lead the modem market in Japan and have long supplied other computer and peripheral manufacturers with raw drives.

Simply answer the following simply questions send in your answers on a postcard and you could win either a TS-D20 or one of two SC-C55 units.



aiwa

CU AMIGA MAGAZINE

Questions:

1: What well known tube station would you have get to to for Speakers Corner in London?
2: What is the price of the TS-D20 speaker from Aiwa?
3: Who is the current speaker of the houses of Parliament (on 18/2/95)?

Now simply write your name and address on the back of postcard, complete with the answers and send it to: Crank it up compo, CU Amiga Magazine, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

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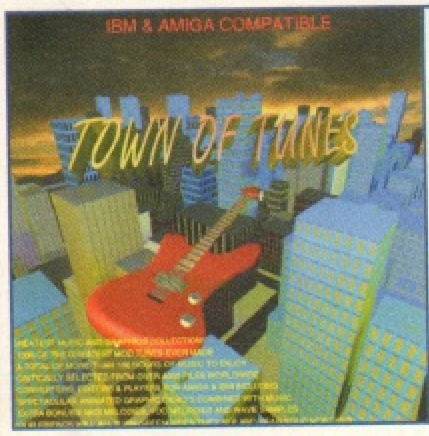
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CD-ROM Round-Up

Suddenly Amiga CD-ROMs are everywhere! Andy Leaning takes a look at the latest batch of silver discs.



Town of Tunes

Hopes were high for this one, billed as "a compilation of 1000 of the very best 'MOD' tunes ever made". It's been designed to be used on Amigas and PCs, but the Amiga compatibility seems to have been an afterthought.

The Amiga section is filled with obscurely named files, which turn out to be *SoundTracker* format music modules. However, trying to find a suitable player or tracker on the disk is far from easy. The filenames give no clues to what they are (most are listed simply as alpha-numeric codes), making the whole CD very unfriendly to use. Sure enough, it does have plenty of modules, which could be very useful to many musicians. It's unfortunate that it's let down by such a shoddy organisation.

17 Bit, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks WF1 1DH. Tel: 0924 366 982. Price: £19.99 plus 75p P+P.

AMIGA MAGAZINE **35%**



Amiga Raytracing 1 & 2

These two discs offer something for users of practically any Amiga 3D rendering program, with objects and fonts for *LightWave, Imagine, Real 3D, Caligari, Sculpt* and others. For many objects a small picture is also supplied allowing you to quickly see what the objects will look like. Added to these objects and fonts are a range of textures which can be used in any 3D program, along with a selection of attributes and textures specifically for Imagine.

The biggest problem for UK and US users is that all the files and descriptions are in German. If you can put up with this handicap (and are prepared to wade through the files making your own catalogue) it's a great disc to have in your collection. We marked this down 10% because unless you can read German it can be confusing.

17 Bit, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks WF1 1DH. Tel: 0924 366 982. Price: £19.99 plus 75p P+P per disc.

AMIGA MAGAZINE **70%**



Music Mod & Sound Effect CD

This is far better than the Town of Tunes CD, although it's still not perfect. It contains a huge collection of sound samples including instruments, effects, spoken words and sentences – there's even a drawer allocated to Beavis and Butthead (huh, huh, huh, eerr).

If you're into creating your own tunes you'll love the instrument collection, as there are masses of them on the disc. There's also a collection of memorable clips from TV programs and films, including Robocop, the Hitch Hikers Guide to the Galaxy and several cartoons. Most, if not all of the samples have been taken from the public domain and unfortunately the quality can veer from awful to acceptable. However, if you don't mind a bit of noise here and some distortion there, or if you can't be bothered to grab your own, there's plenty to get your ears round on this CD-ROM.

17 Bit, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks WF1 1DH. Tel: 0924 366 982. Price: £19.99 plus 75p P+P.

AMIGA MAGAZINE **75%**



LightROM

Produced specifically for 3D artists and Amiga *LightWave* users, this disk is a must have. It's packed with objects, surface attributes, bump maps, textures and 3D objects for *LightWave*, *Imagine* and *Sculpt* and *Vista* users (no support for *Real 3D* however). As seems to be the case with most CD-ROMs, there's plenty of rubbish among the good stuff. Most of the material on the disk ranges from good to average, and there are enough objects of reasonable quality to make up for the poorer ones.

For *Vista* users the disc is also worth having as it contains a large library of DEM files (Vista landscapes). Although mainly American they're still very useful. It'll certainly stay in my collection.

17 Bit, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks WF1 1DH. Tel: 0924 366 982. Price: £19.99 plus 75p P+P.

AMIGA MAGAZINE **82%**



Space and Astronomy

If you're fascinated by space, this is the CD-ROM for you. Space and Astronomy contains masses of images and text files showing and describing the work of NASA. The pictures (all 1,080 of them) show Earth, the planets, space ships, astronauts and other astronomical objects, whilst the text files include NASA news bulletins, press releases, and information regarding man's exploits in space since 1962.

However, it's not all as good as it sounds. For starters, like most other discs reviewed here it's PC orientated, with an attempt made at Amiga compatibility. As a result the image files are in GIF format, so you'll need something like *AdPro, ImageFX* or *Photogenics* to view them. Apparently there's a file viewer and keyword search program on the disk, but the drawer 'Amiga' wouldn't open on our systems so we couldn't test these out. However, if you've got a program that will display GIF images, and want to read up on mankind's exploits in space, it's highly recommended.

17 Bit, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks WF1 1DH. Price: £19.99 plus 75p P+P.

AMIGA MAGAZINE **75%**



BCI NET

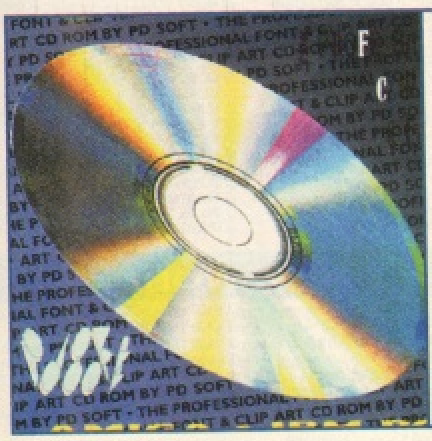
Yet another collection of Amiga related material from the Internet, compiled in December, so it's fairly up to date.

Well organised and well thought out, the disk is split into a collection of drawers – games, multimedia, applications, demos, programming, diskmags and so on. Inside each of these are individual programs (many of which have been compressed in LHA format). These can then be copied to a floppy or hard drive and decompressed for later use. A simple menu program allows you to move between drawers, view the files, copy them to other drives and unarchive them.

This disc is a good source of the latest Amiga Internet material for PD library owners, or anyone who wants the latest utilities. However, with it's mass of LHA compressed files, it's not really suitable for those who want an instantly available on-line source of utilities and programs.

Better Concepts Inc. 10 Mandon Terrace, New City, New York, 10956, USA. Tel: 0101 914 639 5095. Price: TBA.

AMIGA MAGAZINE **80%**



Professional Clipart & Fonts Vol 1

Clipart and font collections are one of the most enduring types of CD-ROM. This one from PD Soft has been compiled from the public domain.

The images are classified first by file type and then by subject matter. The image file formats are EPS, GIF, JPG, PCX and TIFF. You'll need an image processor to convert them into IFF format for use with most other Amiga programs. The same largely applies to the fonts provided. Unless you own a font convertor you'll have a hard time using most of the typefaces supplied. There are some for ProDraw, ProPage and other standard Amiga programs, although the majority are Adobe Type 1 or True Type fonts. As for the quality, most of the images and fonts are good enough for sub 400dpi DTP work and on-screen presentations.

PD Soft, 1 Bryant Avenue, Southend-on-sea, Essex SS1 2YD. Tel: 01702 466933 Price: £19.99 plus 75p P+P.

AMIGA MAGAZINE **70%**



GoldFish Vol 1

Despite the 'fishy' sounding name (excuse the pun) Fred Fish is no cod-der (sorry did it again) he has been around a long time, pumping out good quality PD software. Goldfish Vol 1 features the entire Fred Fish library from disks 1 to 1,000.

The twin disc pack contains both archived and unarchived versions of every disk, which makes it suitable for both PD library owners and those wanting instant on-line access to the massive collection of FredFish utilities, programs, demos and games.

In all, it's reasonably well put together with a simple text search program for tracking down those elusive bits and pieces. Good value for money. If you're a fan of Fred Fish, then this collection is a dream come true.

Epic Marketing, First Floor Offices, Victoria Centre, 138-139 Victoria Road, Swindon, Wilts. SN1 3BU. Tel: 0793 490988. Price: £29.99 plus £1.00 P+P.

AMIGA MAGAZINE **84%**

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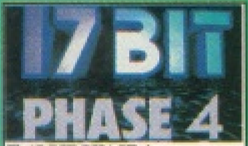
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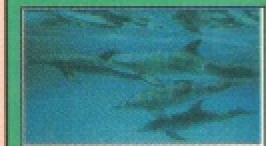
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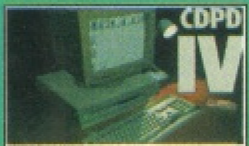
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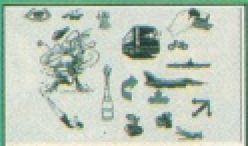
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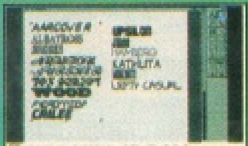
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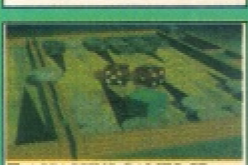
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another popular demo by Virtual Dreams
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D136 POLKA BROS. "GEVALIA" [1MB]
a superb non-AGA demo. Get this!
D142 RAGE "MAXIMUM OVERDRIVE II" AGA [3D]
wow! This is great and lasts for ages
D148 URBAN "SOME JUSTICE '94" AGA
this has a superb soundtrack. Must be heard!
D158 REBELS "SWITCHBACK" AGA [2 DISKS]
one of the best AGA demos this month
D160 OZONE "THE SWAMP THING"
D168 DUPLO "MY MAMMA IS A VAMPIRE" [2D] AGA
an excellent, very long demo from Duplo
D169 FREEZERS " WIT PREMIUM" AGA
The best AGA demo from November - get this!
D171 DREAM DEALERS "IMAGINE"
D174 MELON DESIGN "NINJA"
sort of a cartoon demo -- watch the Nina in action.
D175 SILENTS "SOUL KITCHEN" [020 A1200 ONLY!]
brilllliant!!! Great demo throughout [2 DISKS]
D176 TRSI "WE WILL SMASH YOU!"
TRSI demos used to be brilliant. This one is not bad.
D177 DIGITAL "ETERNAL MADNESS" [AGA] [2 DISKS]
released after the party, very nice! [1MB FAST RAM+]
D178 VIRTUAL DREAMS "PSYCHEDELIC" [AGA] [3 D]
voted 2nd at the party. Outstanding routines! [HD only]
D179 POLKA BROS. "THE PREY" [2 DISKS]
wow! The very best tunnel-sequence ever! Amazing.
D180 OXYRON "KILLING TIME" [AGA] [4 DISKS]
get this to see the 4096 colour "Rot-Zoomer"!
D181 DUPLO "MUCH ADO ABOUT NOTHING"
D182 DREAM DEALERS "TOOTHBRUSH" [2 DISKS]
not one of the best but very funny.
D183 IMPACT "IN A WORLD OF ASCII"
very, very original! Buy it and be impressed!
D184 BALANCE "SUNTROME"
D185 POLKA BROS. "VISIONS IN BLUR" [4 DISKS]
loads of spot-on, great effects in this new demo!
D186 OXYGENE "INDIGO" [2 DISKS]
reasonable demo with a great tunnel sequence
D187 APEX "DOTSY"
D188 SANITY "ROOTS"
the routines in this are decent. Some nice effects.
D189 ANDROMEDA "NEXUS 7"
voted 1st at the Party 94! Absolute must!
D190 REBELS "WHAMMER SLAMMER" [AGA] [3 D]
Rebels produce superb demos! This is no exception!
D191 BOMB "MOTION ORIGIN 2" [AGA] [2 DISKS]
has the best Doom part ever! Irresistable demo!
D192 ASYLUM "ZEROS & ONES" [AGA]
quite a good, all round demo from these guys.

GAMES ARENA

GM22 MISSILES OVER XERION [2 DISKS]
excellent defender type game
GM41 TETRIS DUAL [AGA]
GM45 ROAD TO HELL [1.5MB RAM NEEDED]
a great racing game!
GM60 BAZZA AND RUNT AGA
wow! This platform game is a must!
GM67 BLACK DAWN II
GM76 SCRABBLE
GM78 STARWOIDS [1MB] [2 DISKS]
thrust and oids mixed - very addictive game
GM83 ZOMBI APOCALYPSE II
an "operation wolf" game with loads of gore!
GM88 MONOPOLY v1
GM97 TOP HAT WILLY
an Amiga "Jet Set Willy" rip-off. Addictive!
GM103 SUPER BATTLE ZONE
GM105 DYNAMITE WARRIORS 2
GM106 DELUXE GALAGA v2.4
latest version of the brilliant shoot-em-up
GM111 IN THE DEAD OF THE NIGHT [3 DISKS]
a graphical adventure/detective game with superb gfx!
GM112 PUCMAN WORLDS
GM114 FLAMING ENGINES
GM115 POWER BATTLE
latest version of the brilliant shoot-em-up
GM116 DERRING DO
GM118 CHANEQUES [2 DISKS]
yes, two please!! A Lemmings type game. Direct your little men (with different skills) to the end.
GM117 PUZZLE PITS 2
GM119 MR SHARK GOES RACING
a very decent super cars type racing game.
GM120 LANCE
one of the very few Amiga joust games!
GM121 HARRY HADDOCK
a colourful platform game similar to James Pond.
GM122 SUICIDE MACHINE
an "Operation Wolf" clone with cute graphics!
GM123 MEGABLOCK V2
one of the best Tetris games on the Amiga.
GM125 KELLOGS LAND [AGA]
WOW! The very best PD platform game ever!
GM126 SUPER MEGA FRUITS
a good Fruit Machine game.
GM127 ZAXXON
superb! The C64 classic now comes to the Amiga!
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spot on graphics and playability. 2 player thrust
GM129 FEARS [AGA]
Doom on the Amiga! Miss this at your peril!!!
GM130 FISHY FISHY
eat the small fish, avoid the sharks and grow!
GM132 SAMURAI SHOWDOWN [AGA]
this is an amusing Street Fighter clone. Good!
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GM135 ATOMIC

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An excellent module animation player. Buy it.
U454 VIDEOTRACKER 2 AGA
The AGA un-registered version of the demomaker.
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U482 IMAGE STUDIO v1.21 [WB2+]
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Create your own menu system with this. Very powerful.
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You need patch C (U460) before using this.
U494 TERM v4.2 [WB2+] [3 Disks]
Term is the most powerful PD modem art package around.
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U498 AMIGA X v1.21 [AGA] [NEEDS MUI]
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U499 M.U.I. v2.3 [WB2+]
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U501 GBLANKER v3.6 [WB3+]
The very best screen blanker in PD. Loads of blanker modules.
U502 GBLANKER v3.6 020 [WB3+]
An optimised version for 020/30/40/60 processors.
U503 POWERDATA PRO v1.0 [WB2+]
Allows you to read and write to XPK files.
U504 DISK MON TOOLS PRO v3
A collection of disk tools (optimiser etc).
U505 CHECK IT OUT v1.02 [WB2+]
A very decent accounts program for the Amiga.
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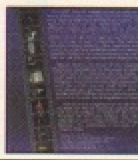


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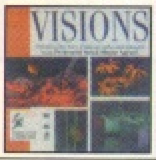
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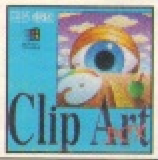
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ZOOTJE
AGA demo

AMIGA MAGAZINE DEMO OF THE MONTH

This one is completely mad, off its trolley, and a couple of giraffes short of a safari park. The stars of the demo are a couple of ostriches, who strut up and down to some heavy rock, before giving way to the essential Beavis and Butthead section. Then it's back to the ostriches, who are joined by a few of their friends for a digitised animation loop that accompanies the credits.



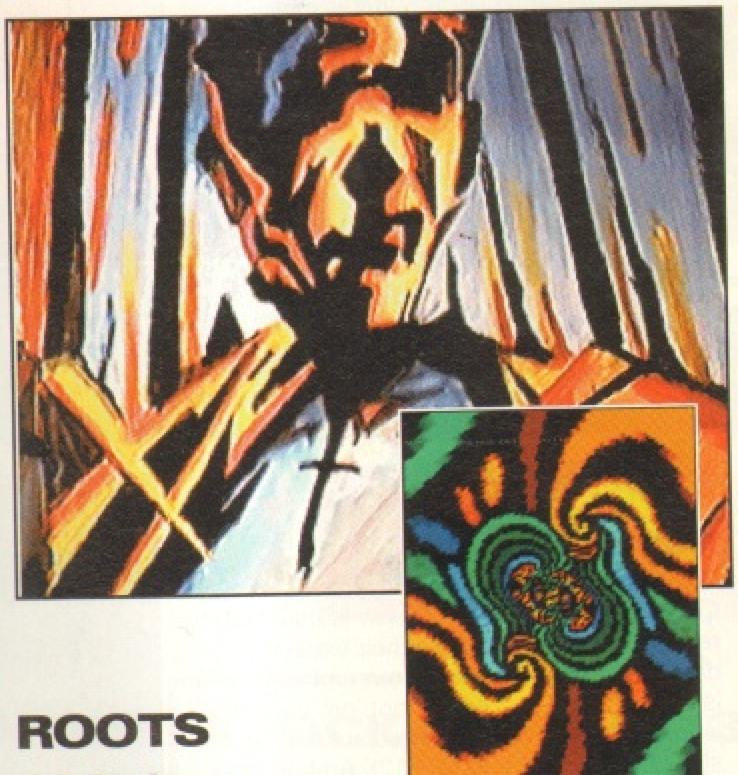
Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel: 01922 710985. Price: £1.50 including P+P.



90 %

A REQUEST

Do you remember when you used to have to press the mouse button to move onto the next part of a demo? It's seems to have gone out of fashion now, but it was a good way of skipping the boring bits and savouring your favourite effects. It's frustrating to see some really good visuals pop up, and then disappear seconds later. I hereby request a return to that system. Please?



ROOTS
AGA demo

Roots is a one-disk demo that's packed with just my kind of stuff. We could fill a couple of pages with pictures from it, but unfortunately we don't have room for that! There are the super-smooth morphing tile patterns that spin in and out of the screen, the brilliant Rescue on Fractalus-style landscapes, impressionist paintings, 3D morphing vector dots, weird chunky animations and more besides. You even get an excitable soundtrack with swearword samples – brilliant! Not to be missed by fans of demos and visual psychedelia.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel: 01922 710985. Price: £1.50 including P+P.

89 %

ALONE
AGA demo



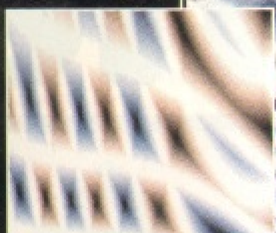
There's a bloke, right, and he's smoking a ciggie. It goes on for about 20 seconds in stylised digitised video. Is it crap, or is it art? Or is it crap art?

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52 %

PSYCHEDELIC

AGA demo

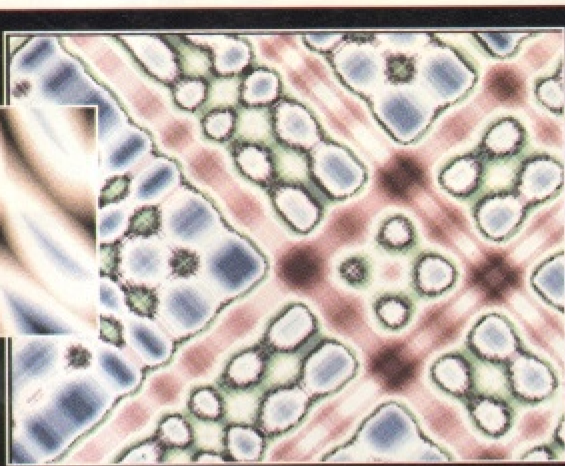


A trippy starfield and sunset sequence opens this three-disker. After that we're taken on a slow flight around an abstract 3D landscape, which is followed by a reflective 3D cube, and some realtime-shaded 3D dinosaurs. Then comes the inevitable *Doom* sequence, and the equally inevitable (but more pleasing to my eyes) tunnel sequence. Chunky cube clusters are next, before a brief session of spinning atom balls.

After an abrupt loading pause, it's on with the wibbly wobbly effects and music again. The plasma zoom is my fave, although others might go for the delicious colour wheel, morphing blob tunnel, or any of the other dozen or so indescribable visuals that pop up in quick succession. Lots of good stuff to please both the coders and the spaceheads.

Available from: Visage Computers, 18 Station Road, Ilkeston, Derbyshire DE7 5LD. Price: £4.00 including P+P.

88 %



▲ This morphing plasma zooms in and out, whilst spinning through 360 degrees. Freakout city!



▲ Here's another good one for the visually-stimulated. Blobs of colour shiver out from the centre of the spinning colour wheel. Yummy!

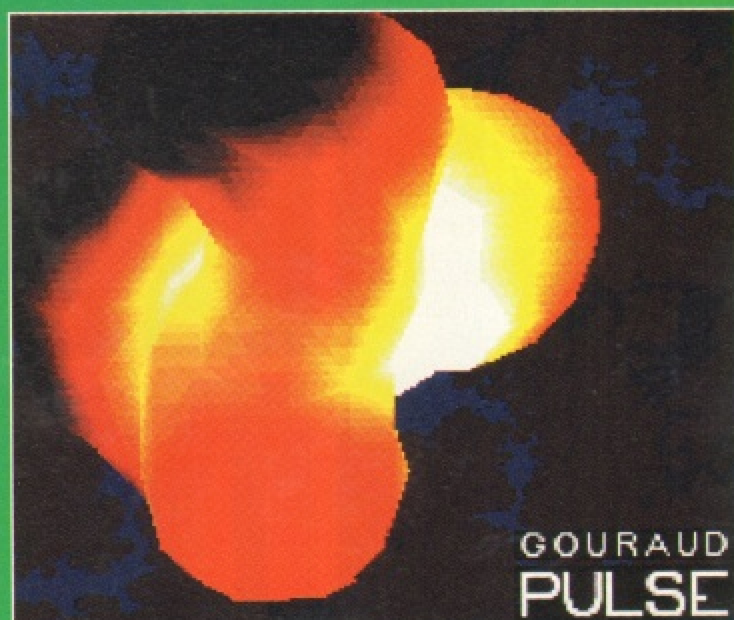
NEXUS 7

AGA demo

One of the best parts of Nexus 7 is the bit with the gourard-shaded blobs. These are like lumps of molten metal, spinning around in 3D. Also rating highly on the wow-o-meter are the plasma zoom and the motion-blurred bitmap warp. If you want something a bit cute, take a look at the realtime-generated angle-poise lamp, who jumps around a series of blocks looking surprisingly cuddly – it's true! Lots of other little visual bits round it off nicely.

Incidentally, this was the winner of The Party 94 demo competition.

Available from: Visage Computers, 18 Station Road, Ilkeston, Derbyshire DE7 5LD. Price: £2.00 including P+P.



▲ Here's one of those lumps of molten metal spinning around in 3D motion.

81 %

ROM ISSUE 2

diskmag



If you're one of those people 'on the scene' when it comes to demos, you'll go for this diskmag, as it's all about the gossip that goes on between the various demo groups. To anyone else, it will make no sense at all, but for a potted view of the current demo scene, it would be hard to beat. The writing



is well up to scratch, and it's got a neat front end.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel: 01922 710985. Price: £1.50 including P+P.

75 %

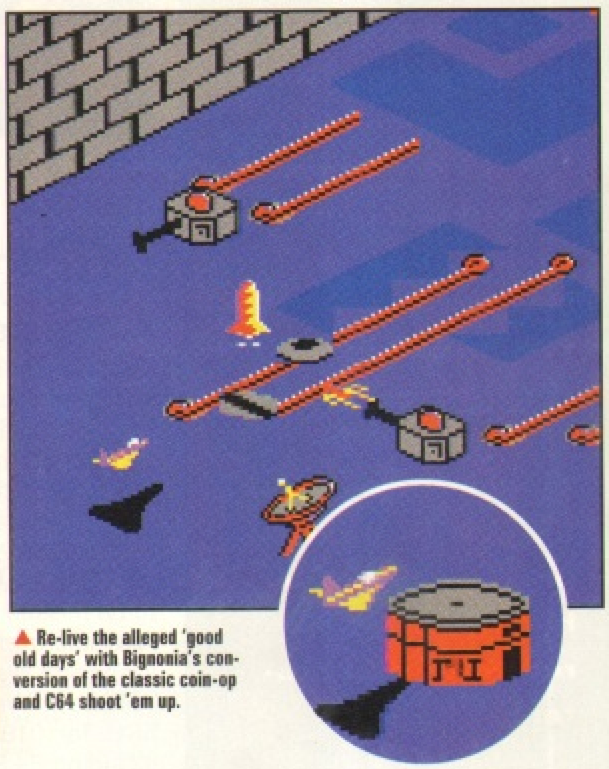
ZAXXON

game

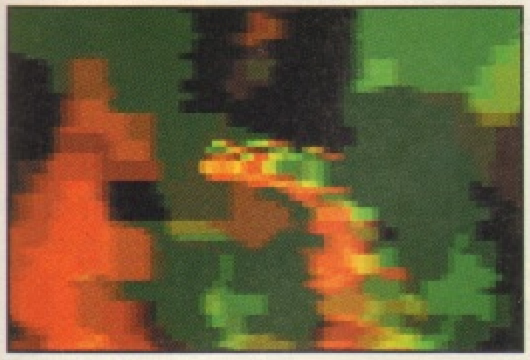
Bignonia do pixel-perfect conversions of old Commodore 64 games. *Zaxxon* is their latest release, and it's well up to their usual standards. For those who don't remember, *Zaxxon* is a right-to-left scrolling shoot 'em up with an isometric 3D viewpoint. There are two versions on the disk, one for 512K Amigas, and another for Amigas with 1Mb or more. Within each of these versions, you also get two options: original C64 graphics, or enhanced Amiga graphics. The C64 graphics are very simple and chunky, and the Amiga graphics aren't much better! Even so, if you liked the original, then this will keep you happy for a while, and it takes up hardly any room on a hard drive. Good fun.

Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks WF1 1DH. Disk no. 3518. Price: £1 plus 50p P+P.

77 %

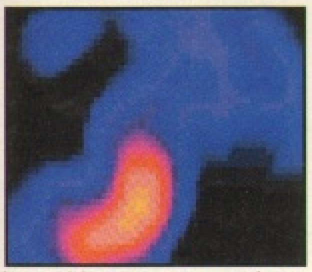


▲ Re-live the alleged 'good old days' with Bignonia's conversion of the classic coin-op and C64 shoot 'em up.



PREY

AGA demo



Each time I dip into this month's PD selection, I seem to pull out a cracking demo! Prey kicks off with a spooky voxel landscape, followed by some mutating slime. Once the decent Euro-techno soundtrack kicks in, we're treated to some extremely smooth ripple effects, tunnels and video feedback. You want more? How about the plasma, or the alternative tunnel routine?

Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks WF1 1DH. Disk no. 3518. Price: £2 plus 50p P+P.

74%

THE LOST PRINCE

game



It's not often you get a PD game that's had as much time spent on it as this. Okay, it's not exactly *Monkey Island 3*, but it's still a surprisingly entertaining graphic adventure. The story revolves around prince who can't find his way back home. On his way, he gets roped into a bunch of Robin Hood-style bandits, and finds himself rescuing a princess from the clutches of a dragon.

Although the graphics are a bit shaky, there are plenty nice animation touches, and lots of opportunity to chat to the locals. The PD version reviewed here only comes on one disk, so it's not going to be very long before you reach the end, but you'll have plenty of fun getting there. A full licenceware version is also available.

Available from: Ground Zero Software, 4 Chandos Road, Redland, Bristol BS6 6PE. Tel: 0272 741642. Disk no. CLG 48. Price: £3.50 including P+P.

80%



BLUES SYMPHONIES

music disk

Nine tracks are spread across two disks for this music compilation. Production quality is very high throughout, with the styles encompassing just about the entire 'non-techno' side of Amiga demo music. Within the tinkly, organ-plink-plonked format, there are examples of reggae, funk, jazz and the odd one or two that sound like home keyboard presets. I'm trying not to let it show that I didn't actually like any of them – I'm not doing very well am I? If you think there should be more to Amiga music than raging techno beats, then get yourself a copy.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel: 01922 710985. Price: £2.50 including P+P.

81%





TWISTED

AGA demo

Possibly the best yet from those Polka Brothers, Twisted slaps you round the face with a moist haddock stuffed full of smart new effects. What have we got then? Well there's the cartoon part, the simulated video wall that spews out a stream of random colours, the copperlist/plasma-style patterns, a storming tunnel (on a par with those in Super Stardust), the 3D vector zooms and patterns, and loads of digitised animations. Although it comes on four disks, there's hardly any waiting time while it loads the sections. Tops.

Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks WF1 1DH. Disk no. 3518. Price: £4 plus 50p P+P.

88%





A PACK OF FUN #13

demo compilation/ diskmag

The best thing about demo compilations is that the demos have to be very small in order to get them all onto one disk. This usually means that the visual effects are of the less memory-intensive kind, so you don't get long loading times and short animations. Instead, it's all real-time-calculated plasma, zooms, voxel and fractal effects, which are really the best parts of most demos if you ask me. Unfortunately there isn't usually room for any decent sound samples, so the music tends to be 'chip' generated – the stuff that sounds like a chorus of stylophones. The demos here are from Stellar, Polka Brothers, Complex, Passion and Fresh Prince, and most of them have something special on offer.

The other half of this disk is a scene magazine, which features a report on the recent Party 94 gathering among other bits and pieces.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel: 01922 710985. Price: £1.50 including P+P.

81%

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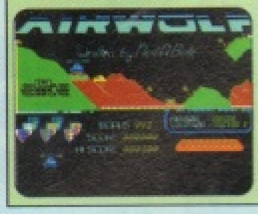
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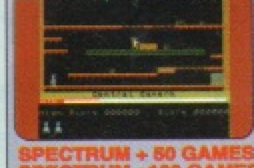
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PENNY WISE Very powerful database.
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LITTLE OFFICE - database/wordprocessor/spreadsheet
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BON APPETIT DATABASE many receipt.
HOME ACCOUNT-Account program
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JOURNAL full feature account program
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DATA BASE compilation - best seller to date
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MONEY PROGRAM very good account program
ACCOUNT MASTER V2.8 new account program
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AGA A1200/A4000

NOTE This AGA listing is for the A1200/A4000 only.

AGA001 EXTENSION DEMO Stunning demo with fast landscape anim and a rotating city, still regarded as the best AGA demo
AGA002 FRACTAL GENERATOR stunning fractal in 256 colours
AGA003 WORKBENCH HACK many hack/toy/blanker ect
AGA006 NEW SUPER KILLER know & kill over 316 types of virus, must for all A1200 owner
AGA007 MINDWARP one of the very first demos for the A1200
AGA008 KLONDIKE DELUXE AGA (3D) Simply the best A1200card games with glamourous ladies as card faces 18 + only
AGA011 SLEEPLESS NIGHTS 3
AGA012 PLANET GROOVE Truly A1200 Demos
AGA013 MOTOR INVADER 2 (2D) Very playable INVADER clone set inside your computer. Loads of fun
AGA015 POINT OF SCALE Great A1200 only demos
AGA016 CHROMAS- Fairly good demo.
AGA017 WORLD OF MANGA AGA (4DISK) magnificent Japanese comic slide show includes Japanes Chick etc recommended. Still the best seller on the A1200—brilliant
AGA021 MAGIC WORKBENCH Improve the look of your WB& add some function to your WB really BRILLIANT
AGA022 WB 3 UTILITIES loads of WB 3 only utilities like degrader etc. Not for beginner
AGA023 U-CHESS the best chess program games so far but requires 4 megbytes, Brilliant graphics
AGA024 WORKBENCH 3 SCREEN Great backdrop for A1200 (not beginner) GIF BEAUTIES is one of the highest quality girl Pictures available (1-18)
AGA41 GIF BEAUTIES (1-18) pictures of raunchy women who don't seem tobe wearing many clothes
AGA62 BODYSHOP 1 More of above
AGA64 BODYSHOP 2 (2D) More of above
AGA66 BODYSHOP 3 More of above
AGA68 BODYSHOP 4 (2D) More of above
AGA70 BODYSHOP 5 (2D) More of above
AGA72 BODYSHOP 6 (2D) More of above
AGA74 BODYSHOP 7 (2D) More of above
AGA80 FITCHICK 1 See BODY SHOP for description
AGA82 FITCHICK 2 (2D) See AGA41 for description
AGA84 FITCHICK 3 (2D) See AGA41 for description
AGA90 ASSASIN A1200 FIX DISK 1-Brilliant collection of degrader that should get most of the old A500 games/software to run on the A1200. A must for anyA500 owner just upgrade to an A1200 - RECOMMENDED
AGA091 ASSASSIN A1200 FIX DISK 2 (new) like above but with new collection (different) degrader - recommended you buy both disks - super
AGA094 RELOCKIT V1.4 latest. Run A500 SOFTWARE
AGA097 A1200 UTIL - AGA TESTER, SYSINFO etc
AGA098 ACTION REPLAY V4 Complete ACTION REPLAY on disk.
AGA099 MADFIGHTER 2 brilliant street fighter clone
AGA100 AGA BLITZ SCREEN BLANKER
AGA101 FAST GIFF 2 display GIFF pics in Workbench.
AGA102 AGA DIAGNOSTIC - NEW system tester
AGA103 BLACK BOARD AGA decent image processor
AGA104 REND 24 Similar to above
AGA105 QUICK GRAB AGA - can grab AGA screens
AGA110 WORLD BEYONDS 1 (3) stunning 256 COLOUR fantasy art. Leaves Atari users breathless
AGA114 SMELL LIKE CHANEL NO5 Brilliant demo raytrace pictures ever released on the A1200
AGA121 MAGIC FACTORY 1 STAR TREK (5 disks)
AGA133 AGA UTIL v1 AGA util compilation
AGA134 AGA UTIL v2 more AGA util compilation
AGA135 AGA UTIL V3 more of above
AGA136 AGA UTIL V4 even more of above
AGA137 IMAGE PROCESSOR IFF picture processor.
AGA138 MULTIBOOT- 4 various versions A500 EMU
AGA139 WB3 HARD DISK PREF & INSTALLER installing WB 3 /prefietc on the hard disk
AGA140 CROSS DOS PLUS v5.1 read/write PC files
AGA141 FARRARI ART 2 (2D)- load of Ferrari & ray trace
AGA142 SUPER LEAGUE 3 - latest manager games
AGA144 SPEAK & SPELL - educational software for kids
AGA145 BIG TOPS (18 + only) Hmmm
AGA146 KELOG LAND - brilliant platform games - get - a must
AGA150 ACTION REPLAY V5 - NEW UPDATE TO V4
AGA160 GIGER TRIZ very playable 256 colour tetris
AGA162 FATAL-BLOW new STREET-FIGHTER 2 clone
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AGA192 ALIEN FRENZE 2 player blasting + power up
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AGA200 MASQUERADE 2 disk brilliant puzzle games.
AGA202 RAM JAM 94 It can be done (2 disk)
AGA203 EXPLIXIT 2 DEMO new effect well done.
AGA204 COMPLEX ORIGIN 2 disk requires 2 disk drives
AGA206 TREASURE OF TUTANKHAMUN-education tool
AGA210 CHANEL Z DISK MAG (2D) A1200 disk magazines
AGA220 KLONDIKE NEW CARD SET (7disks)
AGA230 LOVE 2 disk - simply brilliant
AGA231 AGA UTIL 7 & 8 (2 disks) more util
AGA234 KNOTTY Stunning AGA sliding picture puzzles
AGA240 LOTTERY WINNER hopefully will improve your chances of winning a jackpot. GOOD LUCK
AGA241-258 AGA GAME-GALORE AGA 01-18 We stock the entire collection of the AGA GAME GALORE each disk pack with quality AGA compatible games. RECOMMENDED
AGA251 PACKMAN AGA - the best pacman yet
AGA252 ROCKET PD - Super thrust clone brilliant graphics for 1 or 2 player
AGA253 REAL DEMO stunning special effects
AGA254 DIRT AGA Brilliant 256 colour effects
AGA255 DELIGHT EXPLORE excellent demos
AGA256 KEFEREN AGA Demo lots of effect
AGA257 MINOMIST RAVE great rave music.
AGA258 OXYGENE Fantastic demos
AGA259 INTELOUT another very good demo
AGA260 SOME JUSTIC 94 Demo of the month, brilliant whirl effect. RECOMMEND
AGA262 TO THE DEATH very good STREET FIGHTER clone with very good graphic.
AGA263 GEORGE GALAXO (2 disks) brilliant multi-level shoot/platform game. RECOMMENDED
AGA265 MISSILE OVER ZENON (2 disks) Brilliant 3D missile commander with fantastic graphics
AGA266 TEAM HOI DINO PLATFORM excellent dino platform. Note: this disk was a commercial game
AGA268 TEAM HOI SAGA. The Final chapter (3 disks). The ultimate in demo, comes on 3 disks
AGA269 RAYWORLD (3 disks) very impressive
AGA270 CREAM DEMO - lot of 256 Vector effects
AGA273 EMPTY HEAD lots of vector/ ray trace
AGA274 MUSIC 2 SURVIVE 2 disks 8 excellent music master pieces. Well worth getting
AGA271 RAVE MAXIMUM OVERDRIVE II (2 disks)
AGA278 CHANNEL Z ISSUE 1 (AGA) (2 disks) AGA base disk magazines. RECOMMENDED
AGA279 AGA Utilities including Cache X, Superduper V3, New Menu 2 etc. RECOMMENDED
AGA280 CHANNEL Z issue 3 (2 disks) AGA disk magazine - get the most out of Dpaint
AGA282 CHANNEL Z issue 5 (2 disks) AGA disk magazine topic. Demo/music
AGA285 WORKBENCH BACKDROP VOL (5) Stunning AGA backdrop for WB
AGA286 SPECTRUM EMULATOR V1.3 AGA Latest Spectrum emulator for AGA only



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AS175 MASTERIX BLASTER, ULTIMATE QUIZ DOTZ
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AS181 MUTANT PENGUIM, INFILTRATOR, ROX
AS182 DAMA, COLONIAL, SOKO BAN
AS183 OPERATION, QUASI, IMPERIAL WALKER
AS184 TANK N STUFF, PICTURE PUZZLE, 15 PUZZLE
AS185 METAL MOTION, FATAL MISSION, WOHLE
AS186 JELLY QUEST, SEAHEAVEN TOWERS, QUINZEE
AS187 SNAKEMAN, THUNDERSTORM, SECRET OF ARCTURUS
AS188 TRICKY, FORTRESS, PING PONG
AS189 ULTRA, GODZILLA, AMIGA WARS,
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AS196 SHOOT OUT, SOLE DEFENDER, STREET SPEED
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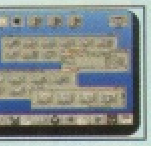
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23 IMAGINES-WW2 Plane (Spitfire)
24 IMAGINES-Various objects Vol 1 (5 Disks)
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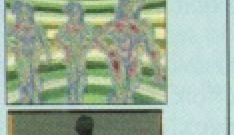
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SAMPLES

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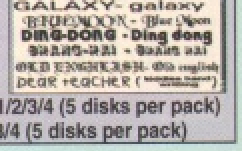
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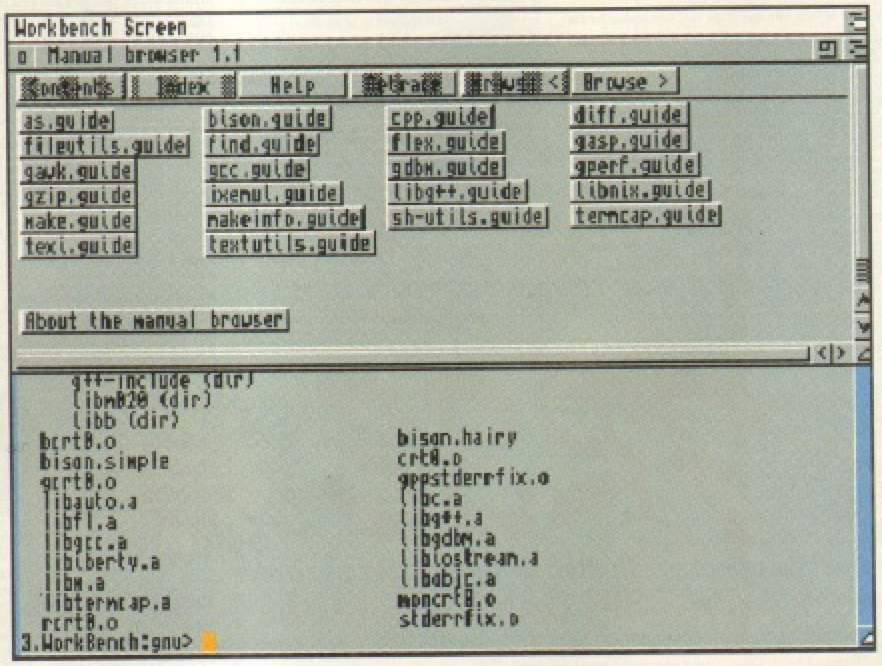
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PD Utilities

There's plenty of good stuff appearing in the public domain this month. André Digard looks at the best in applications, educational and utility disks.

GNU C, C++ AND OBJECTIVE C 2.6.3

c and c++ language compiler



▲ GNU C's ManualBrowser in action, the manuals on show total over 4.5Mb of disk space.

Here's one to break your floor when it drops through the letterbox. GNU C comes on ten disks. If that wasn't enough, the ten disks are full of compressed files. The full installation takes up a whopping 16Mb of hard disk space. The actual programs and files are pretty special too. For instance, there's even a whole load of Unix utilities mixed in amongst this lot.

What does it all do? Well, for a long time now C has been the language of choice for professional programmers. C also has a bigger, brighter brother in the form of C++, which is a more up-to-date object-orientated programming language. GNU C is powerful enough to incorporate both of these languages without compromising the functionality of either.

You need to be prepared to get your hands filthy if you want to get the best from this C implementation. Assuming that you are willing to do so, there's a lot here to make it worth the effort. With the exception of an editor, there's just about every tool imaginable. There's a distinct lack of example programs files to be compiled, which is not very instructive to anyone new to programming. So this program is only really of use to those who already know what they are doing. There is, however, 4.5Mb of AmigaGuide instruction files which've been written by people who know what they're talking about, but unfortunately aren't very good at getting the information across in a novice-friendly way. If you already have a reasonable knowledge of C you should get along fine though. If not you are probably better off with DICE C.

This compiler is the next best thing to SAS C. I wouldn't want to use it for a commercial project unless funds were really tight, but for anyone who doesn't want to splash out £179 on SAS C it might be just the job. OK maybe it could have been a lot more user friendly, but there are more 'include' files than you could possibly use, a truck load of Unix utilities and even a special manual browser. If you're a C or C++ programmer you owe it to yourself to check it out, but remember that you'll need 16Mb of hard disk space, at least 4Mb of memory and Workbench 2+.

Available from: Pieces of Eight, 24 Deeping Close, Weston, Southampton SO19 9QA. Tel: 01703 432955. Price: £10 plus £3.50 P+P.

95 %

VARIETIES OF PD

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Like freeware but you must 'buy' the software for £10 or something similar.

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SCRIBBLE UTILITIES 16

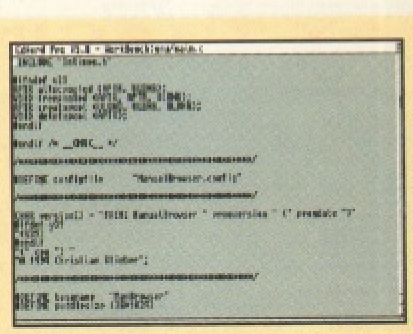
workbench 2+ utilities

It's not too often that a really useful utility disk appears. Most are a real mixed bag. Enter Scribble Utilities 16, however, one of the best collections we've seen in months.

There's *EdWord 5*, a really neat text editor. It doesn't have a spell-checker, but has excellent facilities for programmers, such as the ability to capitalise keywords. Then there's *Virus Z II*, quite possibly the best virus killer available for the Amiga. There's also *Invoice*, a none-too-special business program. *Dialling Codes* will tell you the corresponding region for any British dialling code, and it can also handle some international codes. In addition, there are some useful libraries for maths coprocessors and a couple of suspicious-looking Workbench hacks.

What really stands out though is a little utility called *CacheFont*, which is absolutely wonderful. It creates a list of all the fonts in your Fonts: directory and keep the list in memory. It might not sound too useful until you remember just how long it takes programs like *DPaint* to fetch even a small list of fonts. This is a perfectly respectable little disk. It won't change your life but it will make it a whole lot easier.

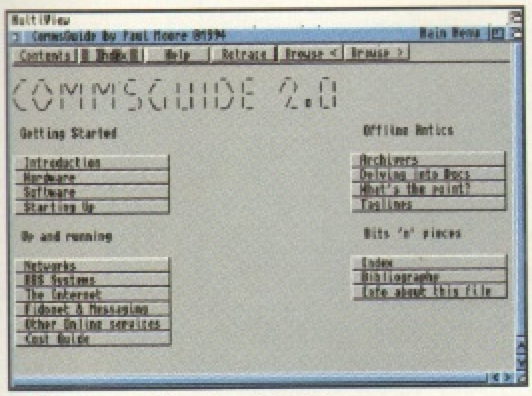
Available from: Scribble PD, 2 Hillside Cottages, Burstall, Suffolk IP8 3DY. Tel: 0473 652588. Price: £1 plus 75p P+P per order.



▲ EdWord 5 from the Scribble Utility 16 Disk, seen here in action on a C program.

85 %

COMMS GUIDE VERSION 2



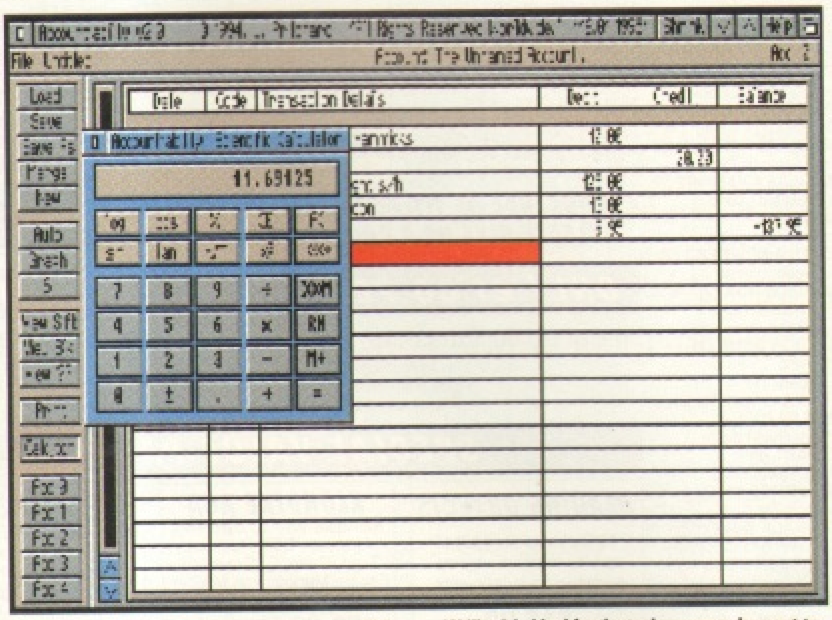
▲ The new user-friendly CommsGuide 2.0.

Comms Guide is a text and graphical guide to Comms, modems and the Internet, designed to explain the whole thing to anyone who wants to get involved. Comms Guide V1 didn't get a very warm reception when it was first released, but now it's been completely revamped for Version 2 and it's looking good. It is much more user friendly – there are now lots of example pictures, accompanied by easy-to-read text and hot-link keys for easy access around the system. Available from: Paul Moore, 62 Braeside Avenue, Milngavie, Glasgow G62 6NN, Scotland. Price: £1.00 plus 50p P&P.

90 %

ACCOUNT'ABILITY 2

accounting system



▲ The Amiga's easiest accounts program ever? Account'Ability 2 is ideal for the techno wary who want to get their finances in order.

If you need a simple accounts system, without all the complications of a big spreadsheet, then *Account'ability* fits the bill perfectly. All you do is input your incomings and your outgoings and you're sorted.

Account'ability is a sensible little program. It automatically assumes the date of the transaction is the day you enter it (though this can be easily changed). In addition it has a little pop up calculator which is very handy indeed. It also has a basic graphing facility to give you a good pictorial representation of what has gone on. The demo version reviewed here is limited to running two accounts and 30 entries. The full version can handle five accounts and 1,200 entries and comes with tons of other software, ranging from accounts to games.

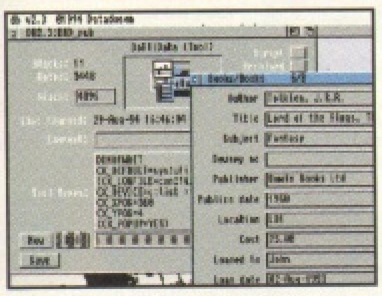
All is not rosy in the garden sadly and there are a couple of disappointments. Firstly the windows in the program cannot be moved, so if you create a graph or use the calculator you can't move them to see what is underneath them. Secondly there is no VAT option anywhere in sight, not even on the calculator. Apart from those problems, it's a fine little system especially if you are after something easy to use.

Available from: Jack Pritchard, 5 Parklands Close, Gosport, Hampshire PO12 4XJ. Price: £1.50 including P+P for the demo version or £12 including P+P for the full version with extra software package.

88 %

DB 2.3

database and other utilities



▲ DB2.3 showing what it does best.

The title program, *DB 2.3*, is a simple database program. It's extraordinarily easy to use, the options are simple yet reasonably powerful. There are some wonderful aspects lurking under the covers too, like an *ARexx* port. It uses the Amiga Clipboard so you can cut from it and paste to other programs, there's a modem dialler for comms users and plenty of other neat little features.

So what's the catch? Well, unfortunately it is not as good to set up as it could have been. The reason for this hullabaloo is that to define a database of your own you must create something called an RFF file. It means going into the Shell and almost programming the database. It's a big flaw in what is otherwise a good utility. If you are quite happy with Shell and simple programming, this may not be a major problem.

In contrast, the other bits on this disk are quite fun. There's DoAllData, a little icon which sits on your Workbench and when you drop a file onto it, it 'does' the file. In other words, if you drop a picture onto it, DoAllData will display the picture. The same goes for sound files, LHA archives and many others.

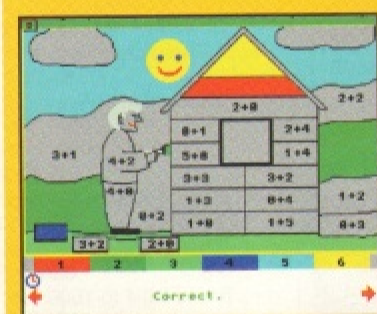
Then there's BootPic, which displays the picture of your choice while your Amiga is booting. Lastly there's Backpack, a collection of Workbench backdrops and a high resolution mouse pointer. It's almost worth getting the disk for this alone. Most of the backdrops are a bit cheesy but there's one called Letters which is an absolute beauty

Available from: Saddle Tramps PD, 1 Lower Mill Close, Goldthorpe, South Yorkshire S63 9BY. Telephone: 01709 888127. Price: 95p plus 50p P+P.

72 %

COLOUR MATHS

educational



▲ Colour Maths, could this be the program to help your kids get up there?

Ah, another educational disk which means I have to turn the house over to those little darling nephews. Grrrrrrr. *Colour Maths* is a simple idea that works quite well. The sprogs are presented with several colour-by-numbers screens.

Each bit of the screen to be coloured in has either some dots in it or a maths problem. It's definitely a parental supervision kind of program, but one that has the advantage of being written by a school headmaster who had plenty of opportunity to test it. The screens are plain at first, becoming a riot of colour pretty quickly. There are plenty of screens to be coloured in, and it covers all the basic maths skills.

However, there were three worries. The first is a niggling one but important where small children are involved. You have to click on the numbers themselves rather than anywhere in their block. It frustrated the hell out of the sample four year old, who has enough problems with the mouse as it is. The second is sticky fingers on the screen. The third is the most worrying of the lot. My eleven year old nephew got really stuck on some screens. It was his education that was the problem not his intelligence.

Recommended if you are at all worried about your children's maths ability. Available from: F1 Licenseware, 31 Wellington Road, Exeter, Devon EX2 9DU. Tel: 0392 493580. Price: £3.99 including P+P.

80 %

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- ❑ V4030 WILLIAMS, F1 OBJECT Fantastic 4meg Formula One object

UTILITIES & TOOLS

- ❑ **V3329. ABASE V1.33.** Very powerfull and flexible database, perfect for anything from a video collection to friends & relatives etc.
- ❑ **V3004. AMIGA TUTORIAL** Great tutorial for beginners to learn a little.
- ❑ **V3121. A600 NUMPAD** Numeric keypad emulator.
- ❑ **V3151. TEXT ENGINE 4** We regard this as the best PD word processor.
- ❑ **V3155. X-KOPIA** Very powerful disk copier. inc various copy modules.
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- ❑**V3706-4. SB PROLOG** Prolog the language.
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- ❑**V3637. PRO UTILITIES 1** A collection of professional tools.
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- ❑**V3594. LEMMINGS 2 HD PATCH** Installs Lemmings 2 onto your Hard disk with ease.
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- ❑**V3523-3. AMATURE RADIO STUFF.**

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- ❑ V3311 FILE O FAX get organised
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- ❑ V3371 ADDRESS PRINT 3.1
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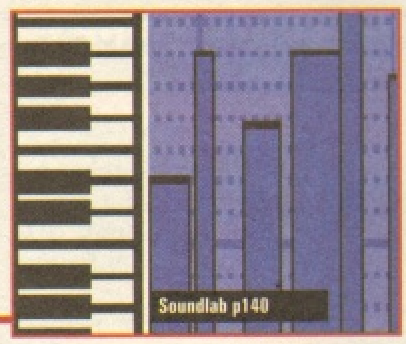


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Issue 27

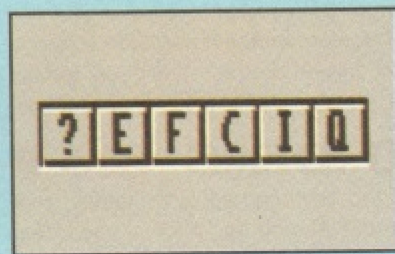
March 1995

If you've got one of CU Amiga Magazine's recent cover disks then this is the place to be. We've got in-depth tutorials to help you get the most out of ProCalc, Directory Opus, X-CAD and more. These pages are just oozing with tips, tricks and facts to help you exploit and get the most from your Amiga. There's also Tony Horgan's Sound Lab (by John Kennedy this month) with an introduction to MIDI recording, a guide to hooking up your Amiga to PC monitors, and a bundle of technical problems solved in the ever-popular Q+A section.

Directory Opus

PART 1

Our in-depth tutorial to last issue's Directory Opus 4 cover disk gets underway as Andy Leaning looks at configuring the program, hard drive installation and more.



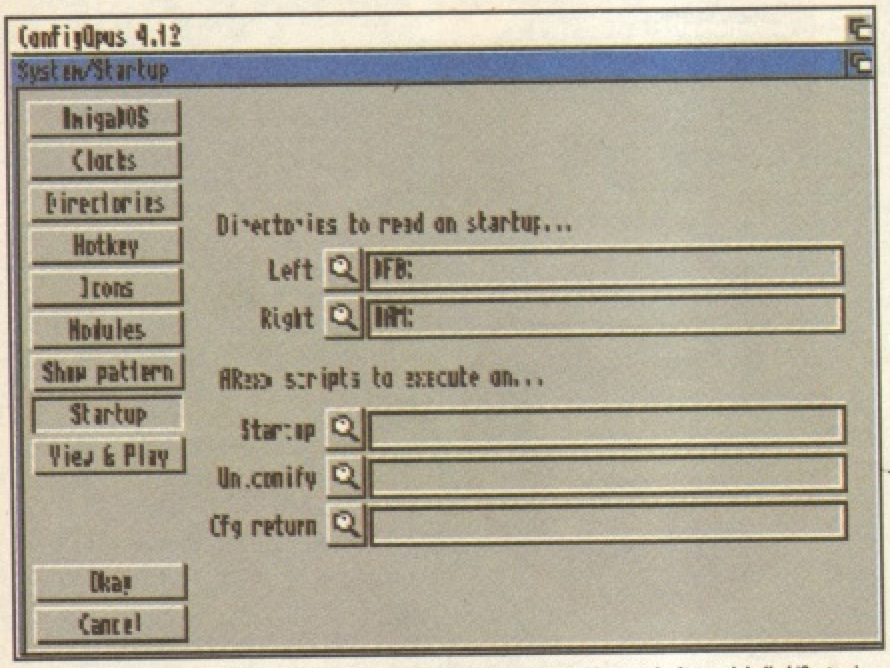
MISSING BUTTONS

In last month's tutorial we showed how to use the major functions of *Directory Opus*, such as copying and deleting files, creating directories and so on. However, due to space limitations we weren't able to cover all the buttons.

The Comment button allows you to add a descriptive text to files. Highlighting a file name and clicking on the 'Comment' buttons allows you to enter this comment. To see the description text for a file, use the scroll bar beneath the file listing window. Scroll past the creation date, and you'll then find the comment.

The question mark, 'EFCIQ' buttons at the bottom right of the main screen call up the Help, DOS error code analysis, File filter, and Configure options respectively. The 'I' button allows you to iconify *DOpus*, ie return to the main Workbench screen, with the program shown only as a small window. Click once over this window with the right mouse button to reactivate Opus. 'Q' quits the program.

The remaining buttons will be covered in next month's tutorial.



▲ This is the screen you should see after clicking on the 'Configure' menu, then on the button labelled 'System' and finally on 'Startup'.

Directory Opus is a very powerful file management system. One of its strongest aspects is its configurability. You can easily change it to suit your exact requirements.

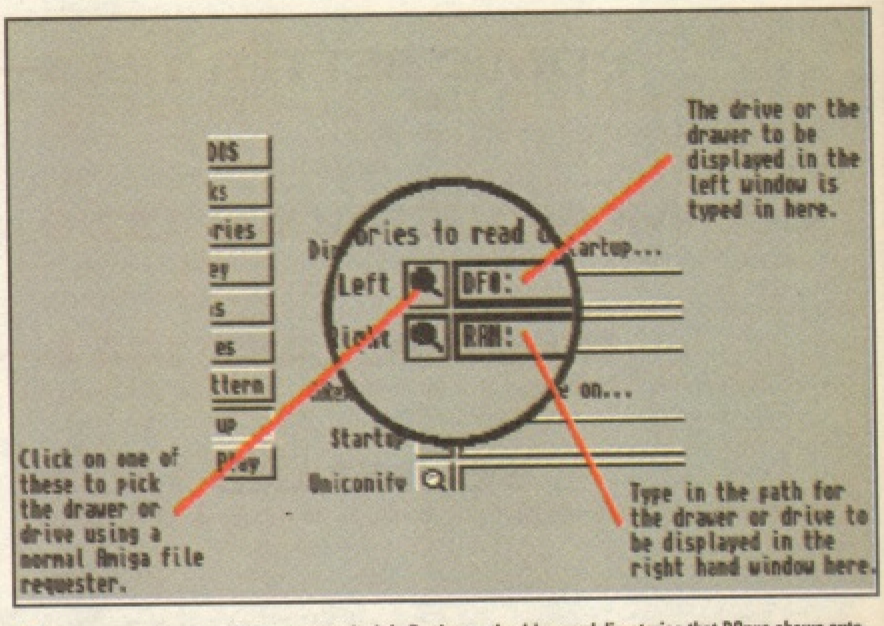
For example, my version of Directory Opus automatically compresses and decompresses DMS archive files at the touch of a button. This makes it very easy for me to test and check our cover disks. I've also doctored it to automatically call up the Work: partition of the hard drive in the left hand window and the RAM: disk in the right hand window as soon as it loads. New file types have been added so it can decompress ZIP files. I've also created a massive set of ARexx macros to interact with other programs and carry out repetitive tasks.

This is all possible thanks to the program's powerful configuration capabilities. *DOpus* can also be changed in far more subtle ways.

For instance, to change the default paths for the source and destination windows, click on the 'Configure' option under the 'Project' menu. All being well you'll now see a window with a column of buttons down the left hand side. Each button allows you to change a particular aspect of the program. You could change the action of the main buttons, or the result of double clicking on a file. Then again, you might want to alter the colours and size of the various gadgets.

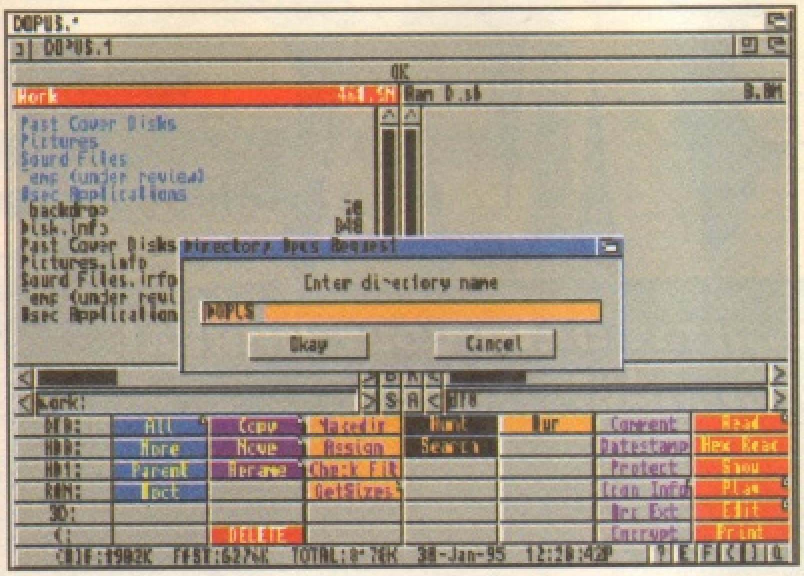
Change

In our case we want to change the default paths (the two drives or directories that automatically appear when you first load Opus), so click on the 'System' button. The window will now change to display a different set of choices. Click on 'Startup' and you'll see, in the right hand side of the window, various settings that determine which directories and *ARexx* macros *DOpus* will read and execute upon loading up. This is how the whole configuration system works. Click on the button to determine which aspect of the program you want to change, and select subsequent buttons accordingly. Each button narrows down the available choices.



▲ Here we see a close up of the screen to the left. To change the drives and directories that DOpus shows automatically on startup just change the paths shown here.

We are now presented with two lines showing the current startup directories. Selecting the magnifying glass icon will allow us to chose the directory with a standard Amiga requester. A quicker way is to type in the path. Enter 'DF0:' on the keyboard and press 'Return'. In the bottom left of the



▲ Creating a directory to hold Direcotry Opus on your hard drive. Note the line 'Work:' to the left and just below the Make Directory requester.

INSTALLING ONTO A HARD DRIVE

Installing *DOpus* on your hard drive is remarkably simple. It's made even easier because we don't need to faff around much with the Shell. Instead we can use *DOpus* itself. Follow the simple instructions below and before you know it the program will be happily sitting on your hard drive. Once you've done that, you'll start to appreciate how much easier it is to use *DOpus* than Workbench and the Shell.

1. Load *DOpus* as normal.
2. Click once on the right hand window and click on the button labelled 'DF0:' in the bottom left of the screen.
3. Assign the left window to the directory on your hard drive where want to put the *DOpus* program. You can do this by clicking once on the line labelled 'work:' shown in the picture above, and typing in the path. We recommend you type in 'Work:' or whatever your hard drive is called.
4. Click on the 'Makedir' button to create a drawer/directory with a name of 'DOPUS' and then double click on this directory.
5. Now copy the contents of the *DOpus* disk to the directory you just created – highlight all the files in the right window and click on the 'Copy' button.
6. Change the left window to 'SYS:libs' and the right window to 'DF0:Libs'.
7: In the right window click once on the file 'DOPUS.library' and select the button labelled 'Copy'.
8. Quit the program and run the Shell.
9. Type in **'ECHO "ASSIGN DOPUS: WORK:DOPUS" >> sys:s/user-startup'** and press return. Type in everything within the single quotes, including the double quotes. This will add an ASSIGN to your 'user-startup' sequence.

Now reboot your Amiga, load last month's excellent cover disk from the icon on your hard drive and give yourself a good round of applause. You've just installed *DOpus*.

screen you'll see a button labelled 'Okay' – click on this. If you weren't happy with your choice click on 'Cancel'. The buttons will now change to their status prior to when we clicked on 'System'. To permanently save our changes click on 'Save' and then 'Okay'.

Quit *DOpus* and reload it. Assuming you followed the previous instructions, the left hand window will now show the contents of DF0: rather than trying to read the hard drive. Try experimenting by making some more changes. Next month we'll look at datatypes, hopefully buttons and some of the other configuration options in more detail . We'll also have a little *DOpus* surprise from the author of the program on the cover disk. Plus, we hope to have a full review of the new version of *DOpus*. All this and more in the March issue of CU Amiga Magazine. ■

TROUBLE SHOOTING

Over the last few months CU Amiga Magazine has featured some outstanding cover disks – ProCalc, X-CAD, ComicSetter, HyperCache and most recently DOpus. We hope you were able to get the most out of them. If however you experienced any problems you might find the following tips helpful.

■ HYPERCHACHE



This disk gave a few people problems. To install it boot your Amiga as normal, using your usual Workbench disk. Then load the 'Shell' (found in the System drawer), and replace the Workbench disk with your cover disk. Now type in everything between the quotes on the following lines, pressing return after each line.

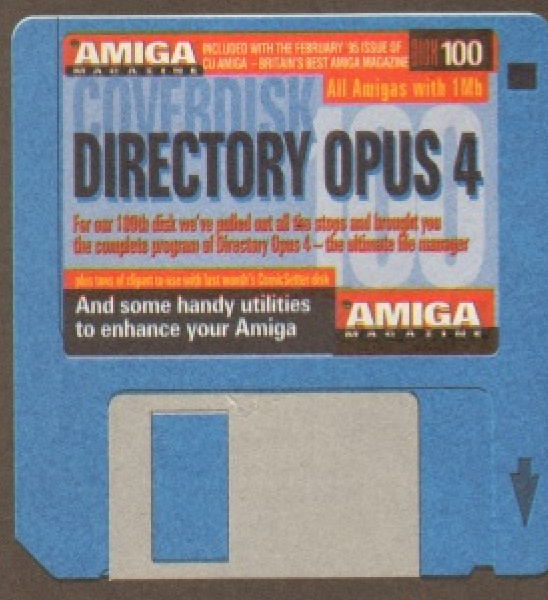
'COPY DF0:HyperCache/HyperCache sys:c/HyperCache' [return]
'COPY DF0:HyperCache/Summary sys:c/Summary' [return]

To run the program type in "HyperCache -v DF0" in the Shell. Again type everything in between the quotes and then press return. If you want to cache the hard drive type the above lines in but change "DF0" to "HD0" or the name of your hard drive. You can also cache a CD-ROM drive by changing the reference of 'DF0' to 'CD0', or than name of the CD drive.

To get the Amiga to do this automatically, add the line **'HyperCache -v DF0 -n'** to your 'user-startup' sequence. Don't forget to change DF0 to HD0 for a hard drive

Note: If you're running this on an A1200, A4000 or any other accelerated Amiga, change all references of 'HyperCache' to 'HyperCache030'.

■ DIRECTORY OPUS



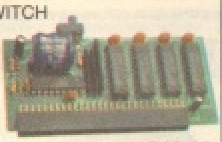
A few people had problems with the default start-up paths. On loading *Directory Opus* the program will try to bring up the contents of the hard drive. If you don't have a hard drive, click on 'Cancel' when the requester appears.

Now click on the button labelled 'DF0:' in the bottom left hand corner of the screen. This will tell the program to look at the floppy disk from now on. If you wish to change *Directory Opus* to do this for you each time you load it, follow the instructions on the opposite page.



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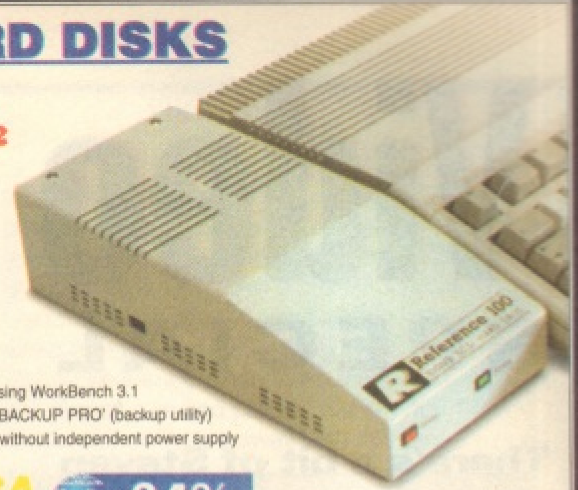
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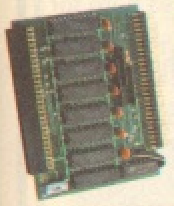
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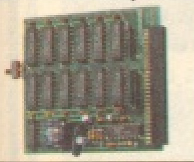
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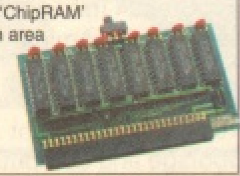
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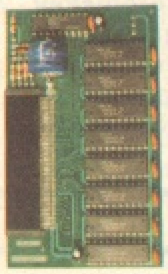
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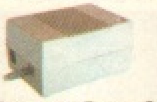


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Video Ideas

SPECIAL EFFECTS

There's a bit of Steven Spielberg in all of us (ooh, what a horrible thought). Tony Horgan has some ideas to help unleash the sci-fi film director that lurks within.

If you've ever wanted to make your own version of Star Trek, Doctor Who or Red Dwarf, there's never been a better time. With prices of camcorders, genlocks, digitisers and graphics software dropping to all time lows, you don't need to be filthy rich to have a go. Most of the special effects and tricks in this tutorial will only need a modest home video setup, consisting of your Amiga, a video digitiser, a camcorder and a genlock. Take a look at the "What you'll need" panel for more information on the kit.

The effects covered are designed to be added to video footage with a genlock. Using your Amiga to generate special effects is often a lot easier than actually mocking up the effects for real when you're filming. How else could you blow up your own house, or explode your mate's head with a photon torpedo?

Anti-Aliasing

If you want your computer generated effects to be convincing, you'll need to get them to blend into the video without looking like something you've added over the top. This involves anti-aliasing. Anti-aliasing is when you smooth the edges of your graphics by subtly fading the borders into the background colour.

Let's say that you've got a scene you shot on a beach, with the sea as a backdrop. You then go home, load up *DPaint*, and start creating the special effects to lay over the top. *DPaint* will boot up with a black background but, as we all know, this will be transparent when you connect it to a genlock, so it makes no difference what colour it is, right? Well it does in this case, because if you use anti-aliasing with a black screen, all of your graphics will develop a thin black edge around them. When this is overlaid on your footage from the beach, the black edges will have the adverse effect of making the graphics look even more detached from the sea and sky-coloured background of the video. The answer is either not to use anti-aliasing at all, or to change the background screen within *DPaint* to the same colour as the background on the video tape. The exploding house sequence below is an example of what can happen when anti-aliasing is *not* used properly!

Wipes and Fades

Generating your own wipe and fade effects can add an original angle to your productions. Simple animations can be created with *DPaint* or *Brilliance* and used to cut between different scenes. Select a 2 colour overscanned screen mode, and a black and white palette, with black as the foreground and white as the background.

What you'll need

Not all of these items are essential, but obviously the more you've got, the more scope you have.

Amiga - the A1200 and A4000 are favourites here for their superior graphics and speed, but earlier Amigas are still very capable machines.

Animation software - *Deluxe Paint* and *Brilliance* are both recommended. Check ads in this magazine for the best price.

Camcorder - this is essential if you want to record your own footage.

Genlock - a genlock lets you mix your computer graphics and video together in a special way. Instead of just performing a fade between two pictures, a genlock overlays the graphics on the video picture. The video picture shows through the parts of the graphics that are drawn in the transparent "background" colour.

Video digitiser - this will let you grab still frames or animations into the computer for manipulation with your graphics and animation software. Prices start at £129.95 for the ProGrab24 (rated at 86% in the January 95 issue of CU Amiga).

VCR - a VHS video recorder will allow you to record the resultant mix of your video footage and computer graphics. Remember, a camcorder cannot playback and record simultaneously.

Chromakey - while a genlock will overlay graphics onto a video picture, a chromakey can put parts of a video picture on top of computer graphics (or any other video signal).

Blow your house up

Ah, the old "house blowing up" trick. If your special home edition of Dr Who is turning out to be more like an episode of Coronation Street, try this classic attention grabber. In frame number one, we see the house. Perhaps someone has just entered it, or more likely, someone has just come bolting out of the front door.

Rather than try to be too ambitious, and have all of the windows blowing out with flames and smoke (which would be very difficult to do), I've opted for a simpler illusion. The explosion animation is actually 10 frames in length (edited down here to fit on the page). The explosion fireball was grabbed from a single frame of video recorded from the TV. The fireball was cut out of the grab, and saved as a brush using *DPaint*. With the help of *DPaint*'s Move requester, the fireball was then expanded, and slightly twisted through 10 frames. Some pixelisation can occur when expanding graphics to this degree, but this can be corrected using *DPaint*'s Smear, Blend and Smooth modes to iron out the jagged edges.

If the animation is played back fast enough, and a quick cut to another shot is used directly after the explosion reaches its peak, this can be a very effective trick.



Spontaneous Combustion

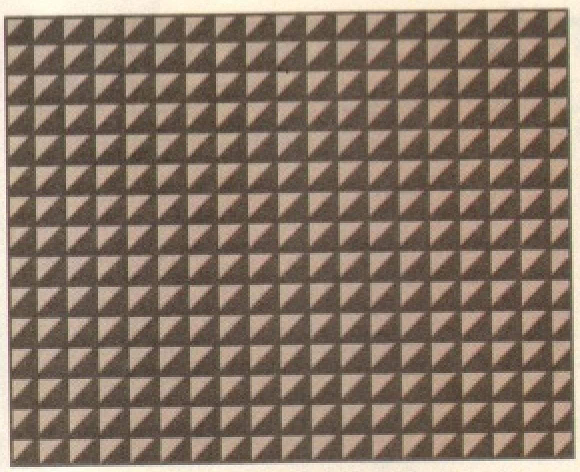
Computer pyrotechnics aren't just limited to blowing up houses. In this sequence, ex-CU Amiga Magazine Games Editor Tony Dillon finds his head bursting into flames.

Using a similar technique to the previous example, a freeze frame of the video tape is grabbed into the Amiga, and used as the basis for the flaming head animation, which was created in *Brilliance*. Okay, so it's not exactly Star Wars quality, but that's only down to my own lack of artistic talent!

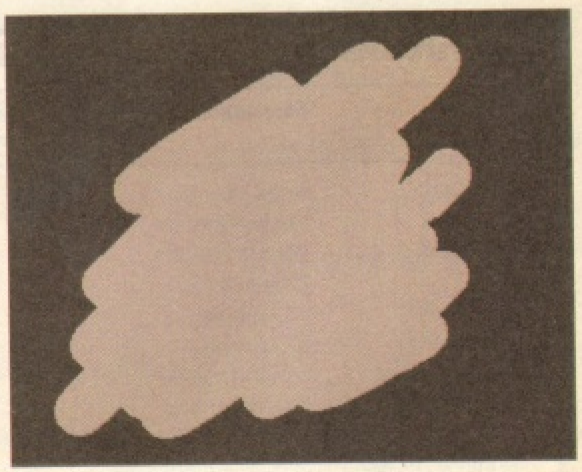
In scenes like this, it's important to use a fixed camera position for the whole shot. If you jumped from the video footage to the digitised animation sequence in the middle of a left-to-right pan for example, the cut would be very obvious, as the background would suddenly stop dead in its tracks. You should also pay attention to any movement that might occur in the background. If this was to be used in a proper production, the presence of Andy Leaning in the background could have been a problem, as he would no-doubt have been moving slightly during the video footage, before freezing up during the animation sequence. Then again, he looks like he's just keeled over and passed out anyway, so maybe we could get away with this one.

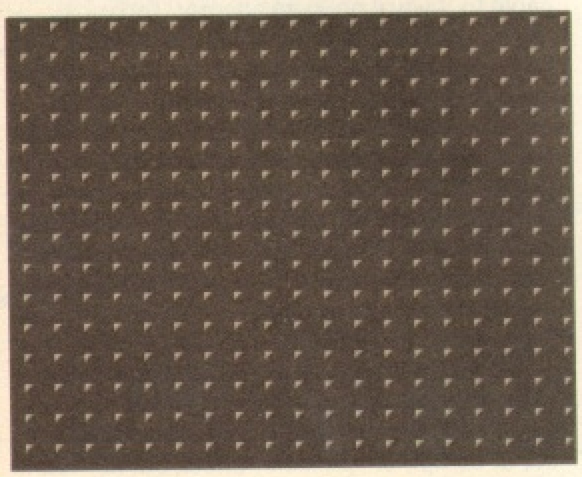


To create the effect of cutting from a black screen to a video picture, start by filling the first animation frame completely with black. Now you can gradually remove all the black in subsequent frames, in hundreds of different ways. When this animation is overlaid onto video with a genlock, the video picture will be revealed as the black part of the graphics is removed. Try using using different techniques, such as rubbing out areas by hand, or create a sequence of tiled fill effects that uses progressively less of the foreground colour. These wipes can be used to bridge the gap between screens of credits or titles and the video footage. Alternatively, you can use them as effects between two scenes, like the little patterns they used to have in between the adverts on TV. ■

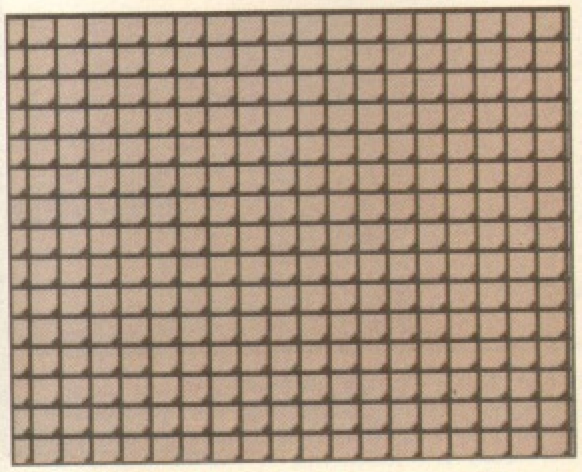


▲ 2. The grey triangles are the video itself. In the picture 1. there is very little video showing, more is being revealed in this frame.

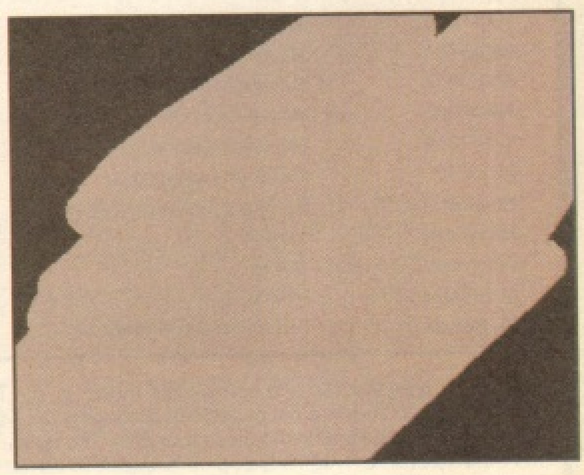




▲ 1. Here's an easy to create wipe animation which will provide an interesting intro or cut between video scenes



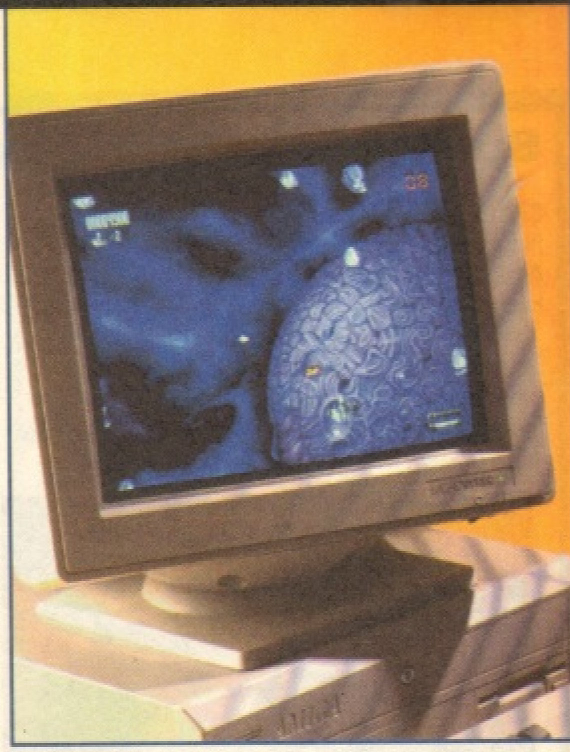
▲ 3. At this stage almost the entire video picture has been revealed. Many other types of wipes, like those on the right, can be used too.



CONVERSIONS PART 5

Monitors

If a decent monitor is what you really need then André Digard has some good advice.



Any time I open a PC magazine the pages always seem to be dripping with bargains – the sort of hardware I want is lined up in ad after ad at dirt cheap prices. With the absence of Commodore monitors from the market for nearly a year now the wide variety of PC monitors available is especially attractive, but you do have to know what you are looking for if you're going to invest in one.

There are some really important factors to watch out for when buying a PC monitor for your Amiga. Buying the wrong sort can be fatal – particularly for the monitor.

In order to choose the right one you only need know a few technical terms (it doesn't really matter whether you really understand them or not, you just need to make sure your monitor conforms to them) and have enough persistence to track down a good bargain.

The kind of monitor that is most useful is called a multi-scan. If you have an AGA Amiga, ie an A1200 or A4000, then this kind of monitor is essential if you want to get the best out of your machine's advanced graphics capabilities. Other monitors will work but they won't show all the screen resolutions your Amiga is capable of generating.

Everybody Hertz

There are two key factors to consider in finding a monitor to suit your Amiga, and they both relate to technical capabilities of the monitor; its horizontal scan rates and its vertical scan rates. These determine the amount of flicker and the resolutions you can see. The higher the vertical frequency (measured in Hz or Hertz) the less flicker, while the horizontal frequency (measured in KHz or KiloHertz) determines how high a resolution you will be able to see. Lower Amiga resolutions require horizontal scan rates of around 15KHz, whilst higher modes (AGA/SVGA) need approximately 30KHz. The most important thing is to make sure that the monitor in question can equal or better your Amiga's output.

An AGA Amiga produces horizontal scan rates of between 15KHz and 30KHz; its vertical scan rate being between 48Hz and 73Hz. Although monitors which can produce some of the frequencies in this range will work, they won't handle all of the graphics modes your Amiga is capable of. Remember, low res modes are just as important as high res, especially if you play a lot of games.

However there is no point spending extra on a monitor which has scan rates that are much higher than those your Amiga can output. Try to match the monitor to the machine.

The final problem is connecting the monitor to your Amiga, but thankfully, nothing could be easier, although it does add a little to the cost of your purchase. A PC monitor has a narrow input with three rows of pins. In order to connect the wide, two row, 23 pin Amiga RGB cable to it you'll need an adaptor. The most readily available one is from Power Computing and retails at £15.

You can get PC monitors from a variety of sources, including mail order, high street retailers and used or reconditioned machine dealers. Remember, PCs have usually been supplied complete with monitors for the last few years so there should be no shortage of VGA monitors around. Another source of bargains are monitors which are being deleted from companies' current lists.

One extra thing to remember is that *none* of these kind of monitors have speakers so you will need to use an existing Hi-Fi or buy a new set of computer speakers. Check out our round up of speakers starting on page 94. ■

Monitors which work with the A1200 and A4000

Model	Manufacturer	Screen Size (Inches)	Horizontal Frequency (KHz)	Vertical Frequency (Hz)
AML-1402	Adara Technology,	14	15-36	45-90
ECM 1410	Electrohome, Ltd.	14	15-40	45-90
ECM 2010	Electrohome, Ltd.	20	15-38	45-120
FMS	Falco Data	14	15-38	47-90
Idek MF-5017	IDEK/Iiyama	17	15-40	50-90
Idek MF-5021	IDEK/Iiyama	21	15.5-38	50-90
CM-1403	Intra Electronics	14	15-38	40-100
GD-H4220US	JVC Information	19	15-37	45-87
1438	Microvitec	14	15-40	45-100
Diamond Pro 26M	Mitsubishi Electronics	25	15-38	45-90
HC-3505SK	Mitsubishi Electronics	26	15.7-38	45-90
XC-3315C	Mitsubishi Electronics	33	15-38	40-120
XC-3715C	Mitsubishi Electronics	37	15-36	45-120
AM-2752A	Mitsubishi Electronics	27	15 6-36	45-90
AM-3151A	Mitsubishi Electronics	31	15 6-36	45-90
AM-3501R	Mitsubishi Electronics	35	15-35 5	45-70
AM-1381A	Mitsubishi Electronics	14	15 6-36	45-90
DM-2710	NEC Technologies,	27	15-38	40-100
PanaSync C1391	Panasonic Communications	13	15.5-36	40-80
AlphaScan	Sampo	14	15 75-36	50-87
Omniscan CM-1495H	Tatung	14	15-37	40-120
MultiVision 770+	TAXAN	14	15-37	50-90
MediaScan 3+	TVM Professional Monitors	14	15-38	46-100

You should note that the two Iiyama/IDEK monitors, the Taxan Multivision 770+ and the Sampo Alphascan do not quite fit the bill. They are not capable of producing the DblPAL screen mode. If you don't know what that means then it might be best to avoid these monitors. The reason for their inclusion in this list is that they are all fairly common monitors which regularly pop up in classified adverts and second hand dealers.This list is far from exhaustive. Call your nearest dealer and ask him to check his suppliers for monitors which fit the description. They should be able to find quite a few, though it may take some effort on their part.

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ProCalc Tutorial

PART 5

Continuing the tutorial on our November cover disk, Andy Leaning takes a look at functions.

By now you should be able to enter data into *ProCalc*, edit it, change formats and create graphs. Now it's time to start using formulas and other types of cell content.

Cells can contain three types of data: fixed numbers (numeric constants), a formula or a label. We've already looked at labels before – they're just text. Labels can contain any combination of text, numbers or punctuation, but they mustn't start with either an equal sign or a number. So you could have 'Andy100' or 'Tony2' but not '2Tony' or '=Smith'.

The reason for this is that any cell content starting with a number is taken to be a numeric constant. These are cells that contain nothing but numbers, upon which other calculations are performed. In the process of the calculation they don't change, although you can change them at any time. Don't worry If you need to have a cell that starts with a number or equals sign. Simply add an apostrophe to the front of the cell contents. This tells *ProCalc* that the following should be treated as text.

Cell contents starting with an equal sign tell *ProCalc* that the cell is a formula. A formula is a combination of numbers, numeric and Boolean expressions, cell references and functions. We'll explain exactly what these mean, as their correct definition is often misunderstood.

Numeric expressions can contain numbers, mathematical symbols, operators or numeric functions. Numbers are obvious (100, 10, 1, etc). Mathematical symbols are things such as addition, subtraction and multiplications signs (+,-,*,/), and numeric functions are combination of these two. Operators compare two values and return a value of TRUE or FALSE. Using other functions you can check the returned value and act accordingly. The operators available are equals '=', greater than '>', less than '<', greater than or equal to '>=', less than or equal to '<=' and finally not equal to '<>'.

If you wanted to find which of two cells contained the lower value, you'd use the following: If (A1>A2,A1,A2). This uses the 'IF' function to carry out a test, and then respond with one of two alternatives if the answer is TRUE or FALSE. So it asks if cell A1 is bigger than cell A2, if so return A1, if not A2.

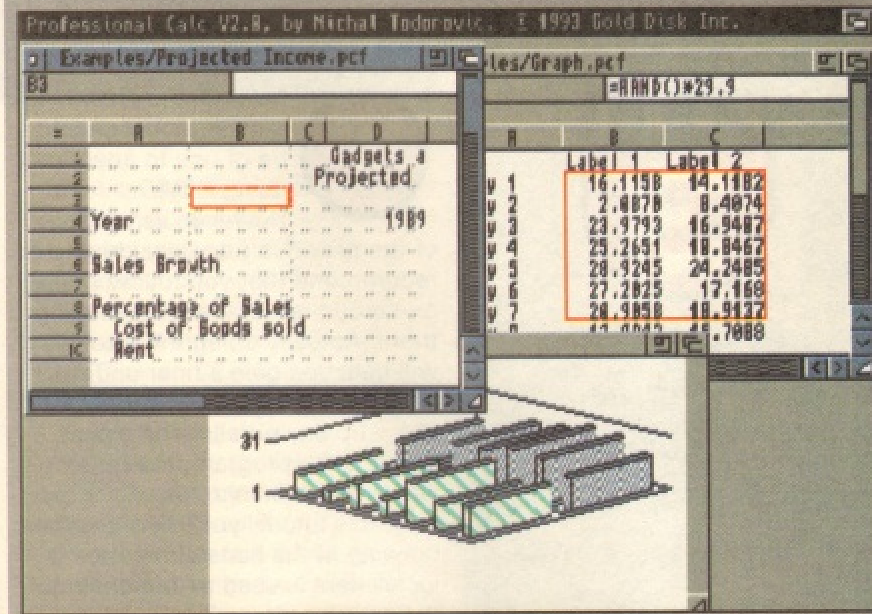
To try this out, enter 20 in A1 and 30 in B1. In cell A3 enter '=if(A1>B1,A1,B1)' and press Return. You should now see 30 appear in cell A3. This is because cell A1 (20) is not greater than the number contained in B1 (30) so cell B1 is returned (displayed). If you reverse the contents of A1 and B1, 20 will be displayed in A3.

Try this, and also try changing the greater than symbol with less than and equals to get a feel for how these work. Take a look at the screen below left for an example of this. Understanding the concept behind Boolean operators, the difference between functions (try out the SUM function covered previously), labels and text is vital before we can move on.

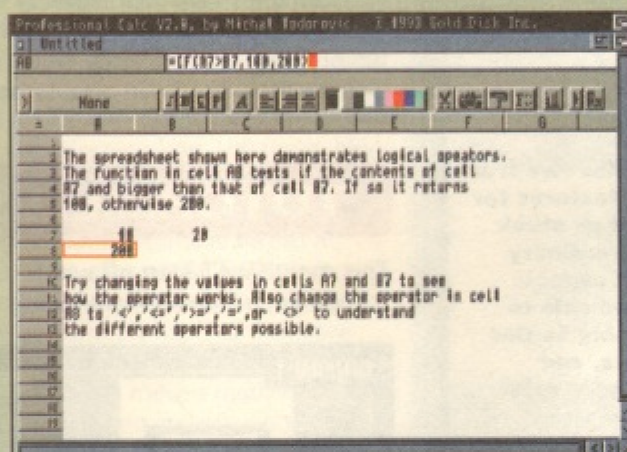
Next month, we'll create some useful spreadsheets and show how to use functions. ■

THERE'S STILL TIME!

If you missed the November 1994 issue of CU Amiga Magazine you've still got time to get it, along with one of the best cover disks of 1994. Stocks are running low, but there's still a chance if you hurry. To order your copy pick up the phone and let your fingers do the walking, by dialling 0858 468888.



▲ ProCalc from our November cover disk is tremendously powerful. But to take advantage of this power you'll need to understand boolean operators, operator precedence and more. This page reveals all.



● Here we see Boolean operators in action. The function in cell A8 compares cells A7 and B7 and returns 100 if A7 is bigger, or 200 if not. You could replace the references to A7 and B7 with fixed numbers and calculations. Be careful when using calculations that you follow operator precedence. See the box below for an explanation if you are unsure about this.

2+2 ISN'T 4!

Enter a mathematical expression into a cell and *ProCalc* will figure out and display the return. Try this out by typing in 2+2 in A1, and pressing return. The figure 4 should now appear.

Now try typing in 2+2*3, then type in (2+2)*3 in another cell. You'll see two different result. What's going on? In the first example it multiplies 2 by 3 (resulting in 6) and then adds this to 2, giving 8. In the second example it first adds 2 and 2, and then multiplies the result by 3.

This happens because *ProCalc* follows mathematical precedence. This means that it calculates computations using operator priority (so it will perform multiplications first then additions) rather than the order in which they are typed. This works on the basis that calculations in brackets are done first, then calculations involving divide and multiply, and finally add and subtract. In our example above it find the brackets and performs the sums inside, before moving onto the multiply.

Always remember this when entering calculations, otherwise you'll end up with spreadsheets that are completely wrong. And, if you've got cell references in your sums these errors can be very difficult to spot.

X-Cad Designer

Tutorial PART 3

The last two months have built up your drawing skills, this month André Digard covers more advanced techniques.

PRINTING TRICKS AND TIPS

X-CAD has two frustrating features for those of us stuck with an ordinary printer; firstly it expects your printer to be able to handle paper as big as the sheets you create, and secondly it will only print properly with a plotter.

Here are the solutions: On Fred Fish disk number 373, available from most good PD suppliers, is a really handy program called "PLT:" which makes your printer pretend to be a plotter. Once you have PLT: in place, you can create sheets in X-CAD up to the size your printer can handle (e.g. most printers are A4 vertical) and use viewports to put the correct dimensioning on your drawings (see tutorial 3 on the opposite page).

If you already have drawings which are created for a paper size too big to fit, turn the drawing into a symbol using the CREATE SYMBOL option. You can then use DRAW SYMBOL SCALE to re-size the drawing to fit onto a smaller sheet. Again, use a viewport to make your dimensions the correct size.

The techniques shown in this tutorial should be of use to anyone using *X-CAD*. However, as with all of the previous tutorials, I highly recommend that you follow them on-screen rather than just reading them. Actually doing the tutorial will help you gain a finer understanding of *X-CAD* and will also show up any pitfalls. The more you use the program, the better your skills will become.

In this tutorial you'll find that the drawing of the house from the first installment is used to demonstrate the functions described. It is just as useful to use any drawings you have created yourself. If you are having problems with a particular function then save your drawing and experiment. Often you'll find the problem is something minor (like my most common one: forgetting to click on NEXT).

TUTORIAL 1

This month we'll start off with something a little abstract: using *X-CAD* to design and draw signs. There are all kinds of programs which are better than *X-CAD* for doing such things, but *X-CAD* certainly has its advantages, not least of which is that the signs produced should have a very professional look to them.

For this tutorial I've drawn the sort of sign you might expect to find in a hotel. The drawing was produced using RECTANGLEs, CIRCLEs, FILLET and then DRAW POLYGON to fill it in. The screen and knobs on the television were left blank by using CHAINLOC from the LOCATION menu (remember to use NEXT between each CHAINLOC). Drawing the TV as shown here should only take a few minutes, and then you can try something sneaky.

One thing you'll find using a design program to produce signs, is that the default lines are all thin. However, *X-CAD* has a great little feature which allows you to produce lines of any thickness. The command is hidden away in the EDIT menu and even then it isn't obvious. It's called CHANGE FONT. In fact it has nothing to do with fonts of the textual kind – the command won't even work on *X-CAD*'s own text. The command can be used in several ways so here's a little break down:

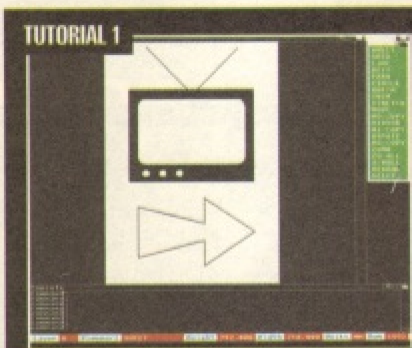
CHANGE FONT STYLE – *X-CAD* has 16 different line styles, 0-15. Try experimenting with them.

WEIGHT – This increases the thickness of a line on screen only.

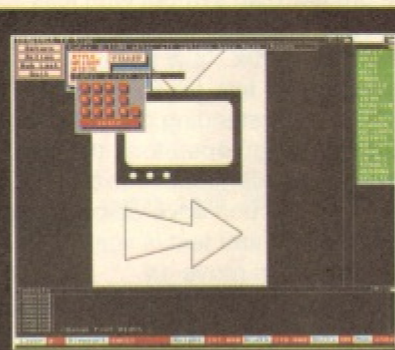
WIDTH – This is the big one. You enter the width (in current units) of the line. You can then choose to have the line FILLED.

The results from a standard CHANGE FONT can be seen in action in Figures 1 to 4. I suggest that you use this feature sparingly as it can produce unusual looking drawings. Remember that making a slightly smaller copy of a drawing using MO-COPY SCALE, and then filling it using DRAW POLYGON with the CHAINLOC option is likely to produce far better results.

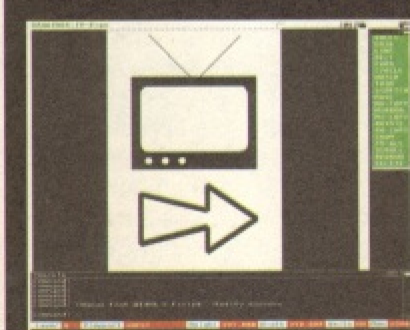
TUTORIAL 1



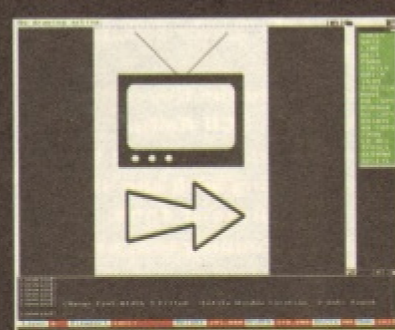
▲ FIGURE1. The TV was filled using DRAW POLYGON.



▲ FIGURE2. The menu for CHANGE FONT is a nice simple one.



▲ FIGURE3. The arrow with lines 5mm thick, hmm perhaps ...



▲ FIGURE4. ... they look better 3mm thick. DRAW POLYGON does a better job but takes a bit longer.

TUTORIAL 2

Next up is dimensioning. After all, what is a CAD program without the ability to add the dimensions? For the purpose of showing *X-CAD*'s abilities on this front I have used the isometric drawing from the first tutorial. The DRAW DIMENSION command in *X-CAD* is probably the most complex feature there is. Fear not though, it may seem complex but it's quite easy to use as it's very logical.

The most important thing to do first when drawing dimensions, is to set up a suitable grid size so that points can be placed accurately.

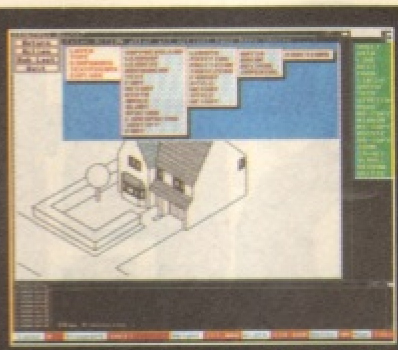
Select DRAW DIMENSION from the DIMENSION menu and you are presented with the staggering pop-up menu shown in Figure 6. Thankfully the options are easy enough to get to grips with. Most of it is an amalgamation of the DRAW LABEL and DRAW TEXT commands.

The most important option is

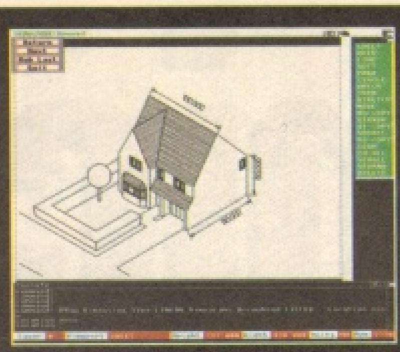
TUTORIAL 2



▲ FIGURE 5. The house as it was drawn in the January issue.



▲ FIGURE 6. The rather daunting DRAW DIMENSION menu. Its bark is worse than its bite though.



▲ FIGURE 7. Three simple LINEAR dimensions drawn. Easy huh?

TYPE. This refers to *X-CAD*'s ability to measure several different sorts of things. The TYPE options are:

HORIZONTAL – The distance dimensioned is horizontal only.
VERTICAL – The distance dimensioned is vertical only.
LINEAR – The distance dimensioned can be at any angle.
ANGULAR – Dimensions the angle between two points from an origin.
DIAMETRIC – Dimensions the diameter of a circle or arc.
RADIAL – Dimensions the radius of a circle or arc.

In the drawing of the house we need to use LINEAR for most of the dimensions as most of the lines are at 30 degrees.
In the figures shown on these pages you might have noticed that the arrows used in the dimensions are all solid. This is done by selecting the DIMPARAMS option followed by ARROWHEAD and FILLED. Try experimenting with different arrowheads to find which suits you best.

Next comes the essential bit: drawing the actual dimension itself. You must click four times when using HORIZONTAL, VERTICAL and LINEAR, each click being as follows:

(i) The point you want to measure from. (ii) The point you want to measure to. (iii) A point which you want the dimensioning line to pass through. (iv) The point where you want the text to start. You must click on all four for DIMENSION to work.

Remembering that *X-CAD* calculates angles anti-clockwise starting from the "three o'clock" position, ANGULAR dimensions need the following points:

(i) The origin you want the angle measured from. (ii) The point to be measured from which is most anti-clockwise from the origin. (iii) The point to be measured to which is most clockwise from the origin. (iv) A point which the dimensioning line should run through. (v) The point where the text should start.

All five points must be clicked on for it to work.

DIAMETER dimensioning is done with three clicks:

(i) Select the circle to be dimensioned. (ii) Click on the point you want the dimensioning line to run through. (iii) Click on the point where you want the text to be.

If you leave out the third click, the dimension text will be placed with the line. RADIAL dimensioning works in the same way as DIAMETER. And that's dimensioning. All that huge menu for something that turns out to be really easy.

TUTORIAL 3

Next up comes something a little more esoteric called VIEWPORTS. Again they're quite simple to understand but the lead up can seem a little daunting. A viewport gets rid of certain problems. I'll assume for a few moments that you have drawn a floor plan like the one in the *X-CAD* Tutorial book we gave away with the December issue. That was drawn with everything in real size ie – the paper size was the same size as a real bathroom, in this case ten metres by ten metres. Not too many people have printers that big.
So, *X-CAD* has a handy solution to this problem. What you do is define a sheet that is small enough for your printer to handle and then open a viewport. The viewport acts as though the A4 sheet you just defined is actually several times bigger or smaller than it really is. Try this:
Assuming that you still have the drawing of the house as shown earlier (you can use any drawing if you really want to), you might notice some useful things about it. Firstly it's drawn on a reasonable sized piece of paper, in this case A3, and secondly it works very well to assume that it is 1:100 scale.

Make sure you can see the whole picture (ZOOM ALL). Then select a suitable grid, preferably one the same size as that used to create the drawing. The tutorial picture was created using a 5mm isometric grid. Then from the VIEW menu select DEFINE VIEWPORT.

You need to give the viewport a name so ...

Click on NAME and then either use the on screen keyboard or type in a name such as FULLSIZE (you can use any name you like).

You don't have to, but in this case we will enter the required scale. Click on SCALE and enter 100 (followed by a space).

You can change the units of measurement by clicking on UNITS followed by the type of units you want to use.

Then comes a fork in the road. You can either enter the dimensions of the viewport manually or you can do it visually with the mouse.

To do it manually, click on CUSTOM and enter the size you want the viewport to be. This is important. It should be in the current units. For example, the house shown in Figure 5 is drawn on an A3 sheet which is 420mm in width. To create a viewport 100 times bigger, the viewport must be 42000mm or 42 metres wide. The origin should normally be set at 0,0. Then click on ACTION and click on the point where you want the bottom left hand of the viewport to be.

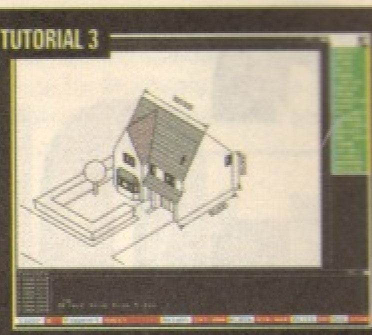
To use the mouse method, click on ACTION and draw a window around the area you want to work on (in this case the house). *X-CAD* will then ask you for the origin. I suggest that you just press RETURN as this will set the origin to 0,0.

Deselect any grid you have on by using ECHO GRID ALL OFF from the DISPLAY menu. Then use SELECT VIEWPORT from the VIEW menu to activate the viewport you have created.

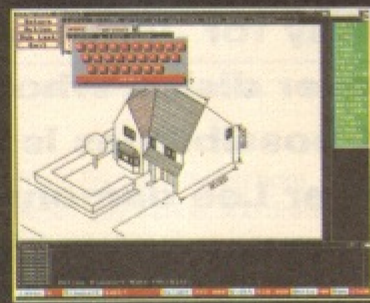
There are several things to take notice of when using a viewport. Chief among them is that anything you draw belongs to that viewport. If you delete the viewport, you delete whatever you have put in it. Be careful! You should also have noticed that this is the perfect way of working on scale drawings. Any dimensions you enter are entered as the viewport's size, not the size of the sheet. You can have up to 31 viewports, all of different sizes and scales if you so wish. Using LIST VIEWPORT for the sheet you are working on, you can create a viewport as big as your drawing.

That's it for this tutorial. Take special notice of the Printing Tricks and Tips. Happy designing! ■

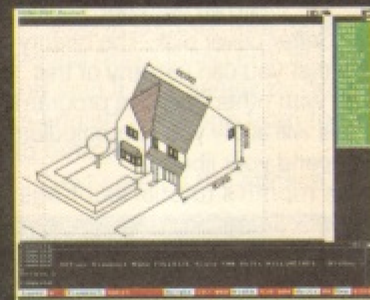
TUTORIAL 3



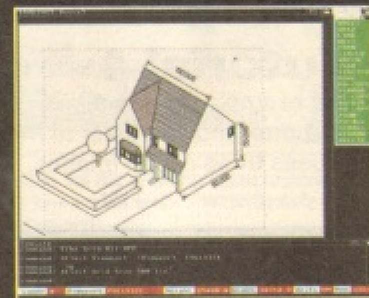
▲ FIGURE 8. Creating a viewport starts with a grid.



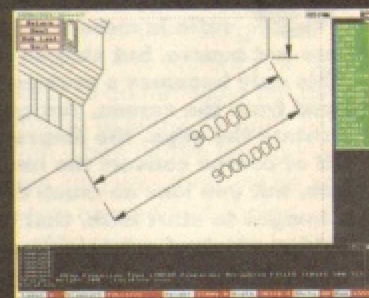
▲ FIGURE 9. You MUST give the viewport a name so X-CAD has this neat little pop up menu.



▲ FIGURE 10. Draw the window around the house and press return. One viewport!



▲ FIGURE 11. Switch off the grid, select the viewport and give the viewport its own grid. You're ready to rock and roll.



▲ FIGURE 12. The comparative dimensions. Remember that anything you draw in a viewport will be lost if you delete the viewport!

ComicSetter

By mutating the clip art we've given away for January's ComicSetter cover disk a whole new world of possibilities is opened up. Peter Lee demonstrates.

You don't have to be lazy to take short cuts – just sensible, which is why we included plenty of clip art with our *ComicSetter* cover disk. The beauty of it is that you can use any of this clip art with other graphics programs, and this will allow you to manipulate and expand your library.

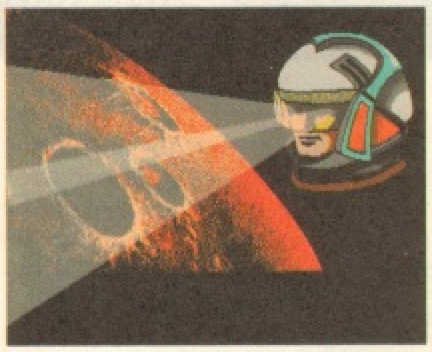
This month's tutorial leapfrogs the *ComicSetter* program – after all, the free manual was pretty comprehensive, wasn't it? We're focusing on ideas and techniques that use the treasure-trove of images supplied, moulding them to specific needs.

Tutorial 1

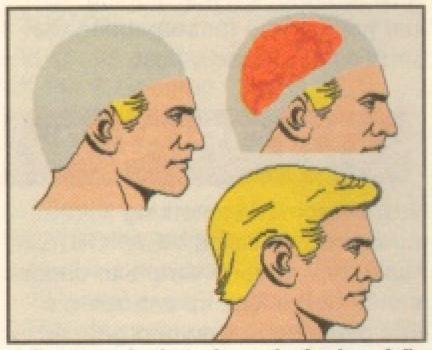
Our first example mimics a schlock-horror movie poster of the 50s; it uses three clipart images, and *DPaint*'s Transparency feature. Oh, and there's a spot of drawing for us to do too – it wouldn't be much fun otherwise.

Load in the Space2 background. Switch to the spare screen (press key j) and load in the image MALE/MED AND CLOSEUP . Choose whichever of the two faces you like, and cut it out as a brush. Switch back to the main drawing screen (j again) and place the image at the top right.

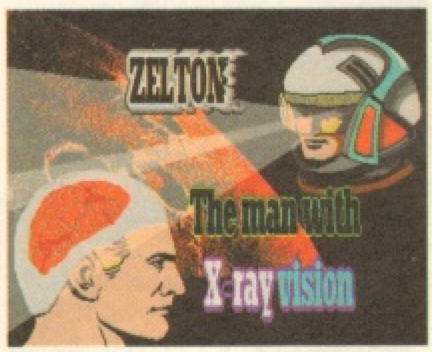
The beams travelling from the eyes use *DPaint*'s Translucency. Select white as your drawing colour, and from the Effect/Translucency pull-down menu, set Translucency On. Using the freehand filled polygon tool, draw out two long triangular shapes, beginning at the eyes, across to the left of the image (see the first illustration above). When *DPaint* fills the triangles, you will be able to see through them to the background beneath.



▲ The background and head are clips – all you have to do is draw in the eye-beams using DPaint's Translucency option.



▲ How to get ahead... turning another free item of clipart into a 50s sci-fi nightmare isn't too difficult if you use your brain...



▲ All parts of the image are joined together with some suitable schlock-horror text.

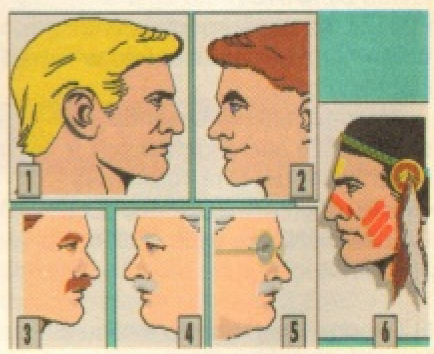
The object of this x-ray vision is the hapless head, stored in the same file as the helmet we just used. Switch to the spare screen again, and switch off Translucency from the Effect menu. Edit the head image, removing a slice of hair, as in the second illustration. Using a grey colour, draw around the contours of a skull, and then the gory bit – using reds and pinks, draw the underlying brain tissue (OK, brains are grey, but this is the world of comics, remember!).

Using the Translucency effect again, lighten the top of the head by covering it white a white filled polygon. Remove any translucent fills which may have encroached onto the black background (simply turn off Translucency and fill the areas with black), and cut out the image.

Back to the main screen now, and place the head so the top portion looks as if it, too, is being struck by the rays we drew earlier. Now it looks as if Zelton is looking right through the person's head.

Next comes the gaudy comic text typical of B-movies. This uses the Outline function of *DPaint*. Write your words, cut them out as a brush, and select a bright foreground colour before pressing the "o" key to outline them; you can outline as many times as you like in different colours, and in our example I used diminishing shades of grey for a glowing effect.

The finished product should have taken you around 10 minutes thanks to the availability of the images – that's not being lazy, just smart!



▲ Heads you win ... how one simple item of clip art can spark off a whole family. Using a single face and making minor alterations, it's possible to create loads of variations; 1 – alter the profile, dye the hair and he's young again. 2 – Flip him left to right, add a sporty 'tash and he's a cad. 3 – Grey the moustache and hair, double the chin and he's middle-aged. 4 - add glasses and more detail and he's aging faster than Cilla Black. Or how about 5 – a whole new outlook as a politcally correct Native American?

Tutorial 2

In this case a picture speaks a thousand words. Take a look at the illustration. I loaded in the clip art head again, and made five different characters from it. By altering the profile slightly and dyeing the hair, the man can be made to look younger. Alternatively an aging process can simply be achieved by the addition of a double chin, moustache and greying hair – plus a pair of glasses. The native

ASPECT RATIO

The clip-art supplied supplied with ComicSetter came as NTSC screen-sized images chock-full of different poses . They're in 16-colour high res mode, which is a bit flaky really, because at 640 x 256 pixels, the image ratio is more than 200% wider than it is deep (the pixels are not square, but shaped like tall oblongs).

This only becomes a problem when you start rotating brushes clipped from the screen. You can flip horizontally or vertically, but if you rotate the clips, the disproportion has strange effects. You could of course convert the images to low res, then halve their length, but you lose so much detail from what are really crisp and fine images to start with, that there seems little point.

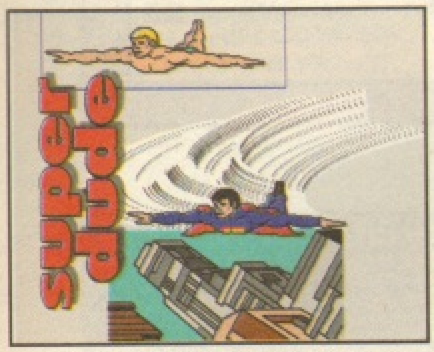
Taking stock of our selection, we've got lots of images of body parts from male models with bulging pecs, some lumpy space costumes,and a few decent sized head shots. Oh, and some really nice, offbeat backgrounds. We'll take these ingredients, mix them with DPain t and see what develops ... I think you'll be pleasantly surprised.

The 16 colours used in the clipart are not really good enough for even the barest of effects in DPaint, so launch the program in high res mode with 32 colours. You can still load the clipart screens into DPaint, and when asked if you want to change to the format of the image (i.e. 16 colour), click on No, and the picture loads, giving you an extra 16 colours. These extra colours appear as shades of grey, and while you can safely edit them to suit your needs, I left them untouched for this tutorial.

American in the picture (below left) looks good. He was made by adding a translucent red war-paint effect to his face, blackening his hair and drawing a feathered head-band.

Tutorial 3

Another simple combination shows how you can build up striking

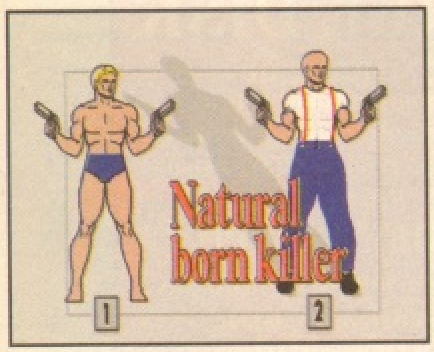


images. The original clip art illustration shows a gymnast; all you have to do to turn him into a Power Ranger or Superman is to clothe him. As these super heroes insist on wearing skin-tight Spandex cossies, it's just a matter of drawing black lines for cuffs to keep his hands and face from being coloured in, and flood filling the pink body. You can create your own design for the costume. As there are several of these semi-naked hulks in the clipart collection, you can assemble them into action-packed sequences if you like. A portion of a cityscape background completes the effect of the Man of Steel flying over Metropolis.

The finishing touches were the whizz-lines showing the path Superman has taken. Comics use this feature a lot, showing arms or legs in past positions. To do this in *DPaint*, cut out the drawing as a brush, outline it in white and draw on screen with it. The black edges will periodically be drawn, and give a tasty speedo effect.

Tutorial 4

As they stand, the gymnastic drawings aren't a lot of use; but dress them up and you're in business.

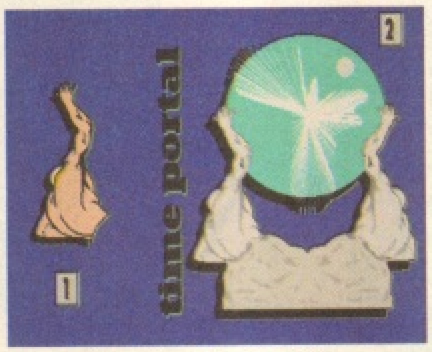


Here I've taken various body parts – legs, torso, head and one arm flipped and used twice, to assemble Mickey from the film Natural Born Killers. The T-shirt effect was created using a flood fill of white directly onto the torso, with the muscle contours coloured grey. The trousers were drawn in two parts, using the freehand filled drawing tool for each leg.

The useful thing about most clip art is that even when you cover it up, it does actually give you the shape and proportion of a body to work with, and these are often the trickiest aspects. The shadow, by the way, was created by cutting out the figure as a brush, pressing key F2 to change to colour mode with grey as the foreground colour, then bending the image from the Brush/Rotate/Shear pull-down menu.

Tutorial 5

No clothes here – just a stunning statue effect. Using the rather weird gymnastic guy, drawn from the back, I created something quite



mysterious. By colouring him grey, and adding a base composed of small, grey-filled polygons it was easy to simulate a stone carving. You can do this to good effect with any of the clip art people. Cutting out the image as a brush, I flipped it horizontally (key x) and pasted it alongside its clone. After drawing a disk, the rays were created quickly by *DPaint* by using the single pixel brush and the Line tool, drawing with the CTRL key held down.

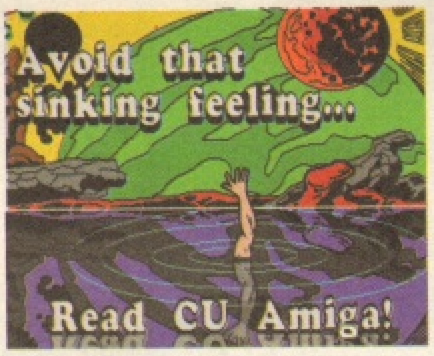
Tutorial 6

Just look what you can do with two images from the *ComicSetter* clip art collection! The background image is from the BKGDS/SPACE1 IMAGE. Once loaded, clip it out as a



▲ A clipart background is flipped vertically, and colourised using DPaint's Translucency function to make a moody reflection.

brush, flip it vertically (key y), and paint it down so it looks like a reflection, as in our example. The

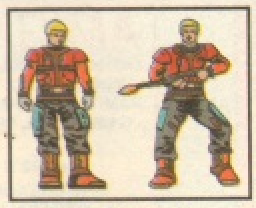


▲ Add a body part from the collection, and some subtle text, and you've created a stunning graphic in no time.

sombre liquid effect was achieved by turning on Translucency, and using dark blue as a rectangular fill on the lower half of the screen. Then an arm was culled from the MALE/MED POSES AND PARTS screen, and flipped vertically to look as if it's rising from the pool. The arm's reflection is just another use for Translucency, this time on the flipped image. Ripples of light blue were added to reinforce the liquid effect, and text added to convey a message. Again, a few minutes and you have a striking image.

Tutorial 7

This final onslaught into the clip art bonanza shows how you can use the great painting effects of *DPaint* to create your own mini cartoon strip. OK, the joke's as old as Terry Wogan, but you get the drift ...



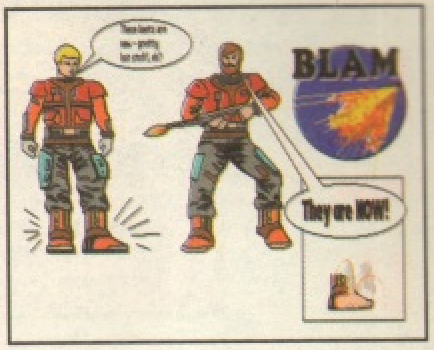
▲ These are the two characters for our cartoon, composed of bits and pieces from the clipart library. Even in space, people can't hear you think ...

The two characters are comprised of parts from the MALE/MED SPACE SUIT collection, just loaded into a spare *DPaint* screen, and pasted into position on the drawing screen. I have already



▲ Add a couple of action bubbles to the characters to help tell the story.

worked out the sequence of the panel, so I can now paint the last two frames; the third one shows the right-hand guy's plasma jet barking into life, and the final one is the punchline. To get the flame effect I streaked reds and yellows with a small brush, and smeared then smoothed them into a flame effect. The text is a standard font, outlined once for emphasis, and is a good example of a home-made sound



▲ ... and add your speech balloons.

effect. For the glowing boot, I copied the left guy's shoe, and drew his toes onto it to show it being exposed by the blast. The smoke and spurts of red are purely cosmetic, as no life-form was injured in the making of this cartoon.

Moving on to the spare screen, I loaded in another free background (BKGDS/INTERIOR-TECH), and split it into panels by drawing an angled white line from top to bottom.

Next I added the speech



▲ Now add this to another clipart background, and you have a pretty neat – if not particularly funny – cartoon strip!

bubbles by drawing out ovals and editing angled lines towards the mouths. I cut out my cartoon from the spare page, and pasted it down onto the background.

NOTE – to ensure your speech bubbles do not allow the background to show through, fill them with white before typing in your text, that way they will be solid when clipped and copied.

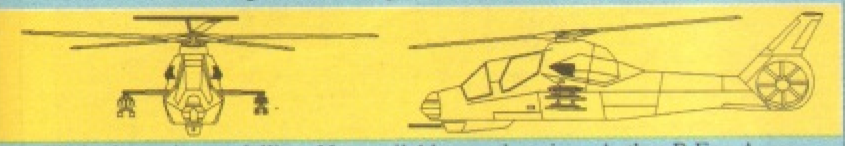
After tidying up the image – I set the circular gun blast against an all white area for effect – a little text was added, and the job was finished. ■

We hope these tips and ideas will extend your use and enjoyment of ComicSetter. Always remember though, the software might be clever, but it can't do a damn thing until you add your imagination.

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U093 HANDY TOOLS 1
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U111 SYS TEST 500/2000
U126 GFX CONVERTER
D128 LABLE PRINTER
U131 ANTI VIRUS COMPILATION
U136 600 BUSINESS LETTERS
U139 PRINTER DRIVERS
U147 DISK LABLE DESIGNER
U152 ICONS (180+)
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LOGOS, MEANINGS AND MYSTERIES:

CD ROM — CD32 queries, Parnet and various other CD ROM-related problems.

EXPANSIONS — All about upgrading RAM, operating systems and processors.

ACCESSORIES — Plug-in hardware of any kind: scanners, disk drives etc.

PROGRAMS — Answers to queries on particular pieces of software.

SOUND — Music, sampling, MIDI and anything that makes a really loud noise.

UTILITIES — Miscellaneous tools to keep your Amiga running smoothly.

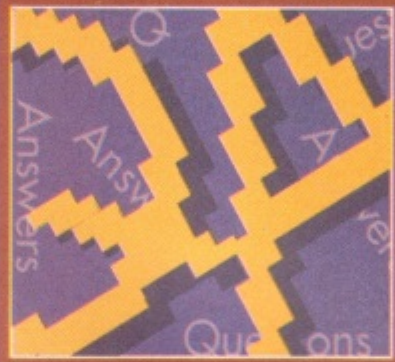
PRINTERS — Form-feeds, page-breaks, preferences and lots lots more!

MONITORS — Monitors, TVs, modulators, screen-modes and all that stuff.

GRAPHICS — Pixels, sprites, animation, pictures. In one small word: graphics.

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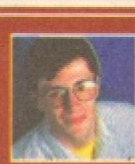
HELP — Not everything fits into a pigeonhole, but anything you like fits in here.



The techie team are here again to solve all your computing conundrums, printer problems, disk drive dilemmas and hardware hang-ups.



TONY HORGAN "With a few more pictures of the team, this would be like the start of the Brady Bunch."



ANDY LEANING "It's not fair though. Why do I have to be here? I want to be first next month."

PROCALC

I am still unable to print a graph produced with your November 1994 ProCalc cover disk. I have a Star LC10 serial printer.

AC Mansfield, Stockport

Unfortunately you don't give much detail as to what you've tried or what happens when you try to print so it's very difficult to provide any real assistance. However, we covered graphs in the last issue (Feb. '95) and I can only suggest you work your way through this tutorial and try again. If you still encounter problems by all means drop us another line, but please supply more detail next time.

DODGY DISK DRIVE

Four months ago I bought my first computer: the A1200 Combat pack. Since then I've acquired a fair amount of software, all of which runs OK. A few weeks ago, I bought a box with *The Chaos Engine*, *T2*, *Cannon Fodder* and *The Settlers*. Only *The Settlers* disks will load from any of the games. I've also since bought *Sensi World of Soccer*, which also refuses to load. The software was checked in the shop, and it worked perfectly, but as soon as I try to load the games I get the same problems.

They'll load okay for so long, then the disk drive makes a grinding noise, then nothing at all. The drive light stays on and the screen stays blank.

Thanks for ProCalc and X-CAD Designer, and especially for the tutorials. Beginning hasn't been easy, but CU Amiga has probably helped the most.

PD, Chesterfield.

There's definitely something up with your disk drive. The most likely cause is a misalignment of the read-write head. This will mean that the disk drive can't read the disk very accurately. Your Amiga should be covered by Commodore's on-site maintenance warranty, which means someone should come out to your home and fix your computer for free. Call Commodore on 0628 770088. However, if you desperately need a quick fix, and can't get any satisfaction from Commodore, you could try installing a replacement drive yourself. Power Computing (tel: 0234 273000) do a wide range of internal and external floppy drives, with prices starting from £30.95.

NEW AMIGAS?

I bought an Amiga 600HD about 2 years ago, and now it is seriously outdated. I would like to know if and for how long Commodore are going to support the 600 series. Next year I'm going to upgrade my Amiga. Do you know of any new models that will be coming out in the £400 to £550 price range? If so, do you know if there will be a trade-in offer available? I have a few other questions I would like to ask:

1. Whenever I type the pound sign I get the hash symbol. I have tried typing in "Setmap GB" with no success.
2. Could you tell me where I could purchase the game HATE? It is extremely old and I can't find it anywhere.
3. I have seen various teletext programs that display teletext through your Amiga. Could you tell me who they work, and do you need a teletext TV?
4. Are there any cheats on Frontier for extra money?
5. Are there any programs on the Amiga to create games, especially PD ones? I've heard of the program called SEUCK but I understand that you can only create scrolling games. Where can I get SEUCK, and how much does it cost?
6. I bought a Citizen ABC colour printer in Summer 94, and I have found its performance brilliant, but every time I switch off my Amiga, the Citizen print manager settings revert back to 180x180 dpi, as opposed to 360x360 dpi. Can I avoid this?
7. I have an acoustic modem which doesn't dial itself. Could you tell me where I would finds some software to use it (preferably PD)?

Please publish this letter as it is the 3rd that I have written. Keep up the good work and producing mind-blowing coverdisks. CU soon!

Samuel Powell, Stoke-on-Trent

On the subject of support for your A600, Commodore are unlikely to develop any new products for that machine. As for new Amiga models, the rumoured A1400 (a kind of improved-spec A1200) was confirmed by Commodore in December '94. If and when it appears is anyone's guess. Now for the rest of the questions:

1. entering "Setmap GB" (without the quotation marks) in your startup-sequence should work fine.
2. Scan all of the adverts in this and past issues of CU Amiga Magazine.
3. You won't actually need a teletext TV, because the teletext information is encoded in a few "spare" lines of the standard TV signal. This information is stripped out of the signal by the software, and decoded into your Amiga.
4. Go to Lave. Sell everything. Go to the BBS and accept the woman who wants passage to Leesti. Go to the shipyard and try to sell your ship in part exchange. You will be told you can't sell it, but your account will be credited. Continue trying to sell your ship until you have enough money.
5. SEUCK last saw the light of day on the coverdisks of CU Amiga Magazine. It came free with the January 1994 issue. If you're very lucky, you may still be able to get a copy of that issue from our back issues department (tel: 0858 468888).
6. You probably haven't saved the settings. When you set the resolution you'll see three buttons (one marked with a '+' symbol, one with the word 'exit' and one labelled 'okay'). The '+' will save the settings, whilst 'okay' will save them and exit. Clicking on 'exit' won't actually save the settings. These are covered in more detail in the Citizen manual and there is on-line help for more details.
7. You might try HiSoft (01525 718181)

who are selling a super little comms program called Termite. Failing that your only other choices are the PD programs Term and Ncomm.

NAUGHTY DISK DRIVE

My Amiga, thus myself, is in desperate trouble. I own an A1200 which I bought new from a shop. The only thing that has been added to it is a 40 Mb third-party hard drive, which I've never had a problem with. Also connected to it is a BJ10ex and a joystick.

However, my internal drive is causing me real problems. When I boot the computer up from the disk, the drive first starts to read the disk, then goes dead. It reads the disk sporadically for a while, then just resorts to spinning at high speed, while the television screen goes bright grey.

Now this would normally indicate to me that the drive is shot, and I should go out an buy a new one. However, when I boot up using the hard disk, the internal drive seems fine. For example, from Workbench I'll insert a disk and then launch a program, and it'll work fine. Therefore I am confused as to whether it is the internal drive that has a problem, or if it's something to do with the startup chip (if there is such a thing). If the drive is broken then I can buy another one and fit it myself.

In the meantime, this means that I can't use any programs that have their own startup, which writes off all my games for a start. I really hope that you can help me.

Russell Lawson, Mid Glamorgan.

This could be a number of problems. Firstly a green screen on startup would normally indicate a problem with the Chip RAM. The disk drive fault maybe one of too much power being drained as the computer starts up, with both the hard drive and the floppy drive using power at the same time. It's worth calling the on-site repair company and asking them to have a look at your system.

WHICH COMPUTER?

Having exhausted the possibilities of my Atari 520 ST (now eight years old and long past retirement) I am considering buying a new machine, but am bedazzled by the choices on offer. Currently I'm torn between an Amiga, a Mac, and a PC, but I know very little about any of these systems apart from their basic specifications, from which it is difficult to make comparisons (just how does a 66MHz 486 DX2 compare to an accelerated A1200?).

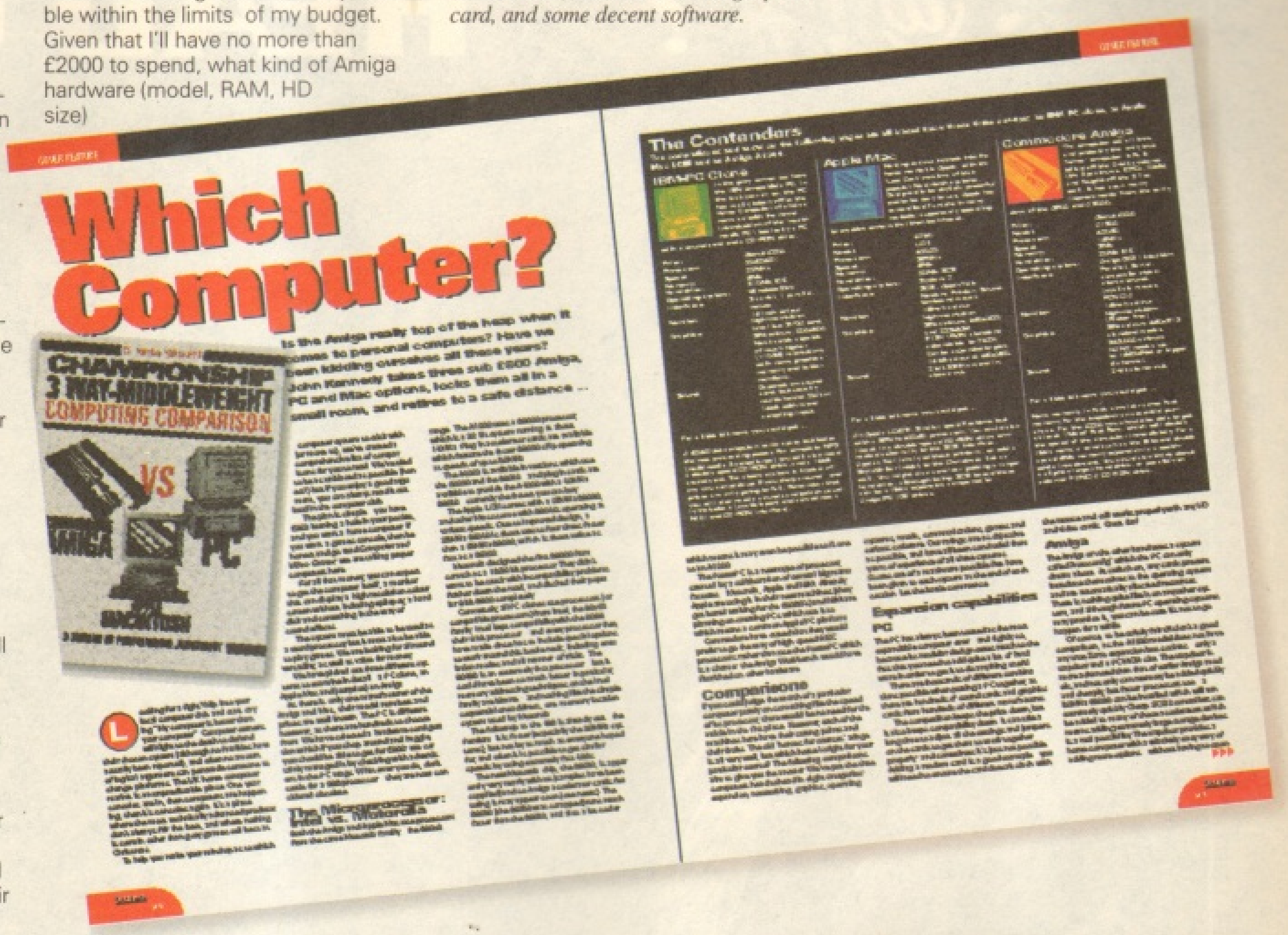
My main uses of the new machine would be 3D modelling and photo-realistic rendering of still images (I'm also interested in animation, but that can wait), and would require as professional-looking a result as is possible within the limits of my budget. Given that I'll have no more than £2000 to spend, what kind of Amiga hardware (model, RAM, HD size) and software would best suit my needs?

Nick Concamon, Cheshire

Take a look at our February 1995 issue, and you'll find your questions answered in a 5 page Amiga vs Mac vs PC feature. For a shorter answer, you can rely on the Amiga for all your 3D rendering, animation and general graphics needs. It's used professionally by many graphics and video production companies. Thanks to the VideoToaster and Lightwave, it's an industry standard for video production in the USA. Although there is no PAL version of the VideoToaster (it's only available for USA NTSC TV output), you can still use the very powerful Lightwave 3D rendering software on PAL Amiga systems.

There's plenty more to Amiga graphics than Lightwave however. On the 3D rendering front, there's Imagine and Real 3D, while AdPro, Image FX and Photogenics are also on hand for professional image processing. There are also plenty of animation packages, digitisers, scanners and 24-bit graphics boards available.

You could take the PC or Mac route, but it's unlikely that you'll find an option that's as friendly, powerful, cost-efficient and flexible as the Amiga. For about £1000 you should be able to afford an A4000/030 with a 500Mb hard drive. With your remaining £1000 you should be able to increase your 2Mb of RAM to around 8Mb, and add a 24-bit graphics card, and some decent software.



▼ Last month's feature will provide even more answers for Mr Concamon's question.

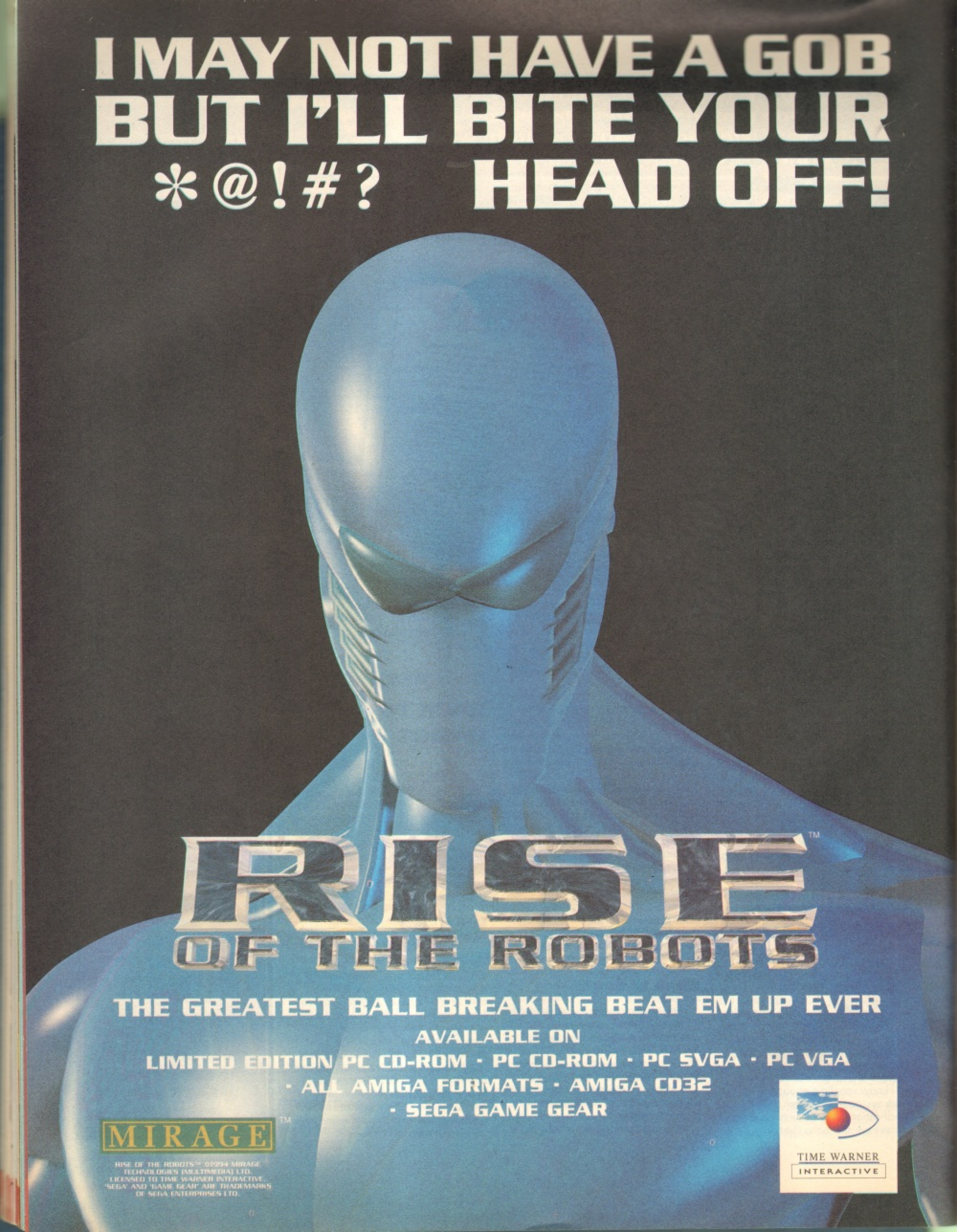
BACK TO BASICS

I have been given a book on Amiga Basic, but I can't use it as my Workbench and Extras disks are 2.5, and they don't have the Basic program on them. Do you know how I can get hold of copies of Workbench and Extras disk with Basic on? I think they are on 1.2 or 1.3.

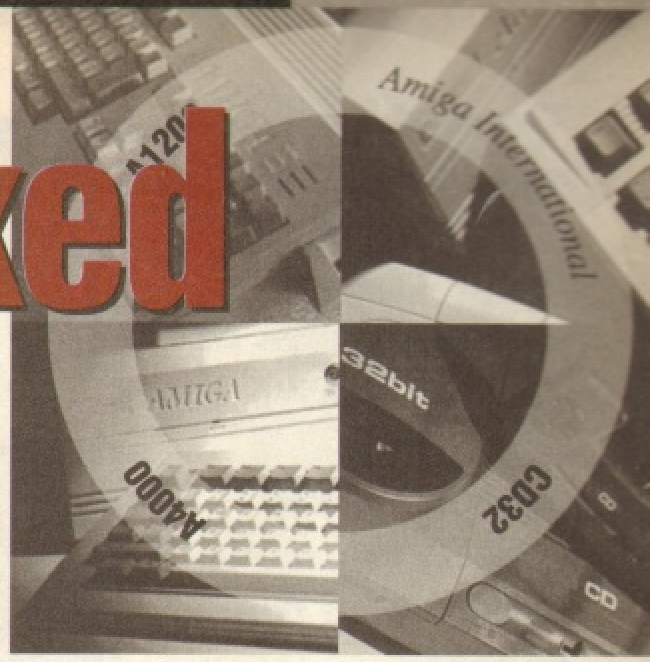
D Hughes, Manchester

To be honest, Amiga Basic was pretty dire, and I really wouldn't bother with it. A better bet would be to use AMOS, Blitz or HiSoft Basic. AMOS is particularly suited for simple games and general programs, Blitz is better for pure games (it's faster) whilst HiSoft is our favourite for serious applications. Best of all, because Basic is a fairly standard language you shouldn't have too much trouble adapting the programs in the book to whatever Basic you end up with – although the graphics and sound commands will probably change.

NO SAES PLEASE
We regret that we cannot respond to readers' queries by post or over the phone. Please do not include stamped addressed envelopes with your letters, as we simply don't have time to answer the thousands we receive. Responses are only possible through the pages of the magazine.


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Frequently Asked Questions



Go Faster Boards

Speed and processor questions answered by John Kennedy.

Q
What difference to the computer does the processor make?

A
An awful lot, and not just speed either. The first Amigas have a Motorola 68000 fitted, operating at about 14MHz. By today's standards the 68000 is rather on the slow side.

The Amiga A1200 comes with a more advanced 68020 chip. Not only is the 68020 faster internally, but it also supports maths co-processors.

The Amiga A3000 and A4000/030 have a 68030 fitted, which not only goes faster than the 68020 due to large internal memory caches, but also is available in units which can be clocked at faster speeds. This chip is also common on A1200 expansion boards. The 68030 can also have a maths co-processor fitted.

The 68040 is fitted to the A4000/040, and can be added to the A2000, A3000 and A4000/030 as an upgrade. The 68040 is a very fast chip with two large internal caches, and the full chip has a built-in maths co-processor and memory management unit. Unfortunately, the 68040 consumes a lot of power and gives off a lot of heat which makes it unsuitable for connecting to an A1200 trapdoor.

The 68060 chip (there is no 68050) is starting to appear, and a few accelerator cards (such as the Cyberstorm) have been sighted. We have been promised that the 68060 is faster, cheaper and cooler-running than the 68040 which is good news all round, and means a card for the A1200 is theoretically possible.

Q
Can I change the processor in my Amiga?

A
Yes, but in most cases it is more than simply plugging in a new chip – although a 68010 could be fitted in place of a 68000 the increase in performance is only about 5%, which isn't worth the hassle.

The A500 was usually upgraded by connecting an entire circuit board in place of the 68000, and all processors up to and including 68040 where available in this form.

An A1200 can be upgraded by fitting a new processor on a card to the trap door expansion, although currently a 50Mhz 68030 is the fastest (see the review of the new Blizzard accelerator on page 91).

The A2000 has a special processor slot and can accept '020, '030 and '040 speed-up boards, and the A3000 can also be upgraded to '040 status. Both models of the A4000 can also be improved upon, up to a 40Mhz 68040 with local high-speed memory.

Q
What difference does processor speed make?

A
The 68030 and 68040 are available in several different clock speeds, which determine the rate of the internal operations. A 25Mhz 68030 will work at half the speed of a 50Mhz 68030, however neither will work as fast as a 25Mhz 68040. A 33Mhz 68040 is faster still, and a 40Mhz 68040 is currently the fastest widely available processor.

On a smaller scale, one A1200 memory expansion from Blizzard works extremely quickly because it has a 28Mhz 68020 fitted. This card can give slow 68030's a run for their money. If you can't afford a fast (50Mhz) 68030, then the Blizzard makes good economic sense, and you might have enough cash left over for another 4Mb of memory or a CD-ROM drive.

However, there are other factors to take into consideration. The Amiga's internal chipset which handles the graphics and sound still trundles along at it's original speed, no matter what processor you have fitted.

Q
Do I need a maths co-processor?

A
Only if you use maths intensive software. If you are into ray tracing (for example, *Imagine* or *Lightwave*) or sound sample manipulation, a maths co-processor will speed up some operations. If the program you are using is available in a specially written maths co-pro version, this will run even faster. The 68881 was the first maths co-processor, but it has been completely superseded by the much improved 68882. Maths co-processors are available in different speeds, although the speed does not necessarily need to match that of the main 680x0 chip. However, connecting a 50Mhz 68882 to a 25Mhz 68030 is a bit of a waste of money. If you run both chips at different speeds you will also need a separate crystal oscillator for both.

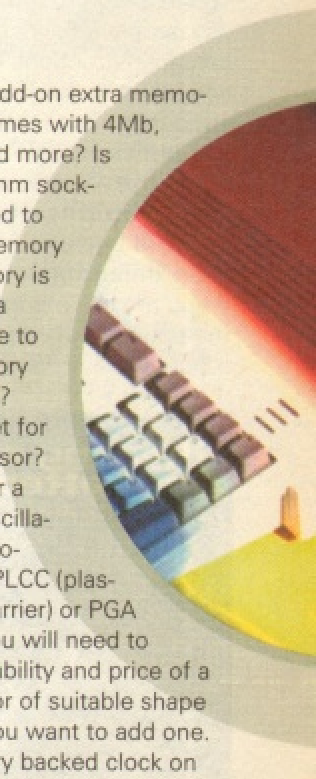
Q
How much memory should I get?

A
As much as possible. Any Amiga benefits hugely with the addition of so-called "Fast Memory". This is 32 bit wide memory that the processor can access directly without interference from the custom chips. On the A1200, it attaches to the trapdoor and on the A4000 it fits onto the motherboard or into a Zorro slot.

It is common to fit memory in the form of a 4Mb SIMM, and unless you have a particularly fast accelerator fitted, the speed of the memory (80ns or better) is not important.

On an A4000, a speed increase can be obtained when a 68040 is fitted if a "local bus" memory card is used. For example, the Warp Engine and GVP A4000 accelerators include sockets for memory, and moving the motherboards Simms to this location improves performance. In this case, memory rated at 60ns is recommended for best results.

Q
What should I look for in an add-on card?

A


How easy is it to add-on extra memory? If the board comes with 4Mb, is it possible to add more? Is there any extra Simm socket? Or will you need to throw away the memory fitted? If the memory is not in the form of a Simm, is it possible to add an extra memory card at a later date?

Is there a socket for a maths co-processor? Is their a socket for a separate crystal oscillator? Is the maths co-processor socket PLCC (plastic leadless chip carrier) or PGA (pin gate array)? You will need to check on the availability and price of a maths co-processor of suitable shape (PGA or PLCC) if you want to add one.

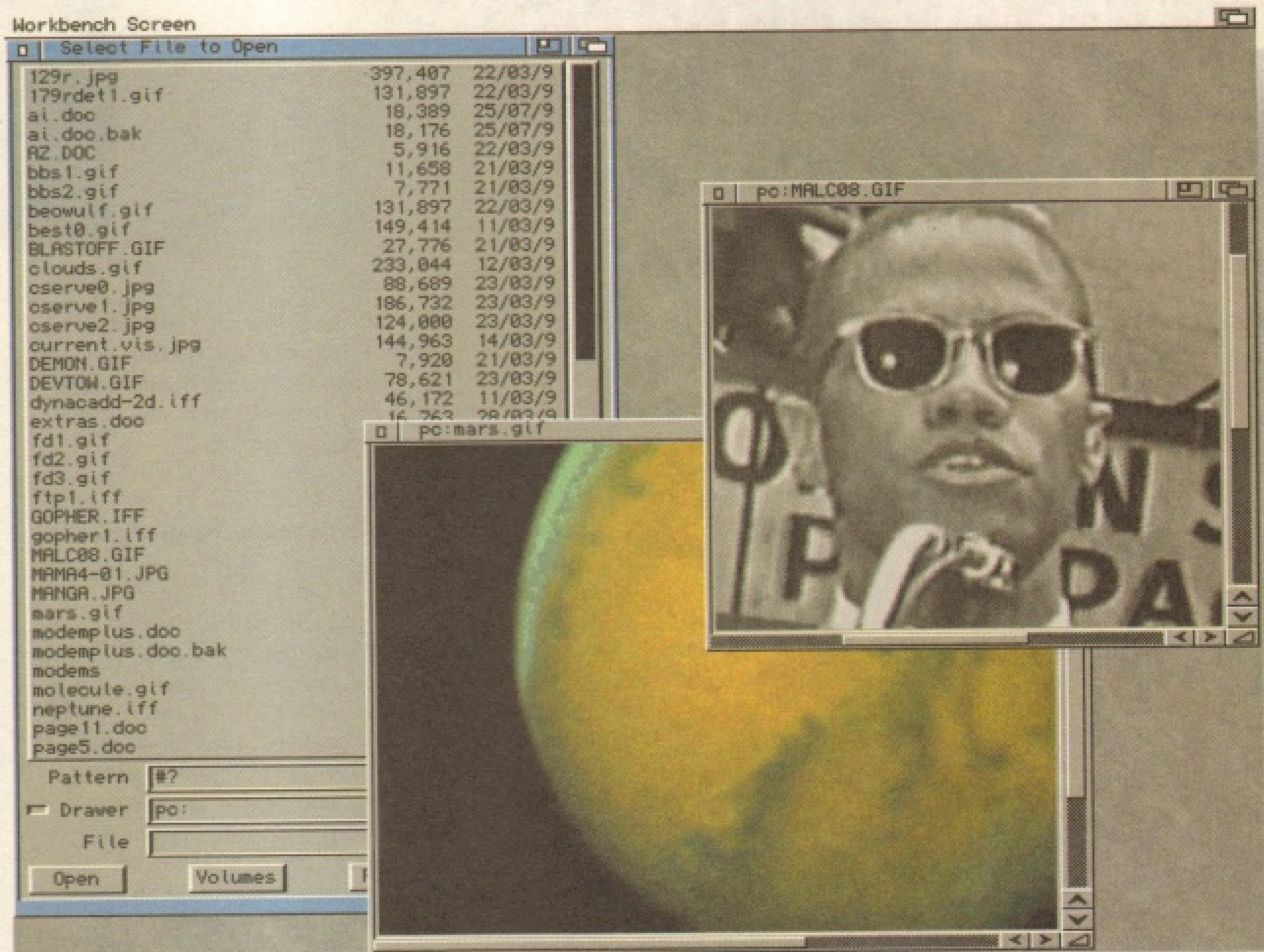
Is there a battery backed clock on the board? If not, you can add a clock externally to the parallel port although an internally fitting one is neater.

Is it possible to add any other peripherals? Remember, you only have one trapdoor. Some cards have their own expansion ports which allow SCSI2 interfaces to be added – this means adding a CD-ROM drive and other faster hard drives is possible.

Will any memory fitted cause problems with the PCMCIA slot? This can be a problem if you want more than 4Mb of extra memory, and also need to use the PCMCIA port (with a CD-ROM drive for example). Check before buying.

MasterClass

Tired of swapping disks all the time? John Kennedy looks at ways of cutting down your wrist exercises and speeding up your Amiga into the bargain.



▲ With MultiView (on the Workbench disks) you can load different pictures and display them all on the Workbench at once. The pictures could be IFFs of GIFs or whatever data types you have to hand. Check your local PD library or BBS for more pictures and file display software.

If you have a plain vanilla Amiga 1200, with no extra disk drives or memory cards attached, then you must be a very patient person. If you try to run software like a word processor or even a paint program, you'll find that you spend a high proportion of your day simply following the on-screen instructions to remove and insert disks. If you have managed to do this more than once without throwing the computer out of the window, then I suggest you get a job as a telephone help-line operator for Windows users immediately.

If you are like me and don't have the patience of a saint, then you'll most certainly want to know why you need to swap so many disks, and what can be done to stop it happening, or at least smooth out the process a bit.

First of all, let's look at why it happens. When you understand what is going on, you won't feel so bad about all the hard work your little Amiga is doing in the background.

Please insert volume "Workbench" in any drive

When you use your Amiga to do anything other than play games, you need to load up the Workbench. This is the "graphical user interface" operating system which all other programs need to operate. As you can imagine, a great deal of data needs to be loaded to enable the Workbench to run properly. The list includes fonts (the text which appears on-screen), libraries (special program routines for handling everything from doing sums to drawing images), AmigaDOS commands (held in the c: directory), Keymaps (to make sure when you type a pound-sign, you get a pound-sign) and Preferences (a record of settings you have made and saved previously).

These are not all "loaded" at this stage in the proceedings, as not all are required until a particular program is started. For example, the maths libraries aren't really needed until a program is started (eg, a ray tracing program) which requires them. However, the Amiga still needs to know where the libraries are so that it can find them when it needs them.

When the Amiga first boots from the Workbench floppy disk, the paths to the various fonts and libraries are set to their corresponding directories, usually on the same Workbench disk.

You can check them by opening a Shell icon and entering ASSIGN. You will see many different settings

Reading and writing PC formatted disks

One of the other DOS Drivers lurking on the Storage disk solves a common problem: converting files to and from IBM-PC computers.

If you start the PC0: device (double click it) then the internal disk drive will be able to read 720K PC formatted disks. Note: on an A1200 you will only be able to read 720K double density disks, not the 1.44Mb high density disks with an extra hole and an "HD" symbol on them. If you have an A4000 or third party high density drive you can read high density disks.

Reading and writing IBM-PC formatted disks can be extremely useful if you need to swap data with other computers, as even Apple Macs can read PC disks. However you must remember to keep filenames to the MS-DOS standard naming convention of 8 characters, followed by a full stop and three characters, otherwise you might loose files.

Also, just because you can swap data doesn't necessarily mean you can use it: it is not possible to copy PC programs over to the Amiga and run them – they just won't work.

Picture files can be viewed if you can track down a suitable display program. Most PC images are stored in GIF format (and let's hope they paid their copyright dues to CompuServe!) rather than the more Amiga-friendly IFF format, which means a little work is required on your behalf.

Workbench 3 supports an idea called "data types", which means any program which supports them can load and save data using the external data type, rather than its own load and saving routines. This means all you need is a GIF data type and you'll be able to load and display PC originated pictures using a program such as *MultiView* (which is on your Workbench disks).

scroll up the screen, including fonts: and libs: to name two.

When you pop another disk in the drive and click on an icon to start, say, your favourite word processor, the Amiga loads the program and executes it. One of the first things the word processor will do is try and open some libraries or devices in order to work. Internally, it will contain an instruction like "open the diskfont library" and the Amiga will remember that libraries are in the libs: directory, which is on the original Workbench disk. So you'll need to swap disks. Then the word processor tries to open a file it needs, but because this file is on the word processor disk you'll be asked to swap disks again. This process can happen many times, depending on the complexity of the program and the number of external files it needs to access.

Please insert volume "Work" in any drive

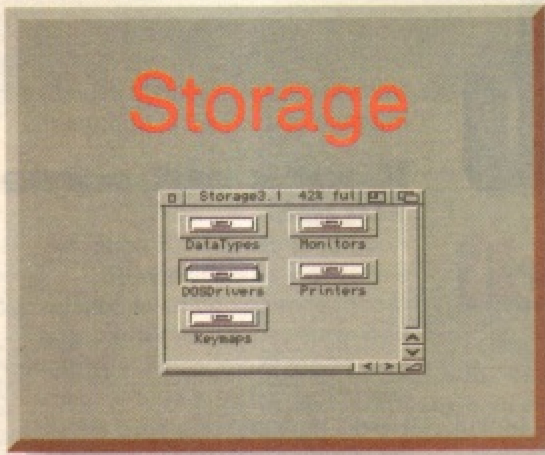
One way to speed up the process would be to copy the program you wish to run onto the Workbench disk. This way the main program, libraries and fonts would all be on the same disk, and you wouldn't need to swap anything.

The problem is that the normal Workbench disk is filled to capacity, and so there isn't any room. You could try deleting some files that you are sure you don't need (and we're talking about a *copy* of the Workbench disk here, so you can always get them back off the original if they are needed) or use some form of compression program to make more room. Note: Never make alterations to your original Workbench disk. Always work with a copy, otherwise you could render your Amiga useless. However even removing files like this is unlikely to get you anywhere unless your application program is extremely small.

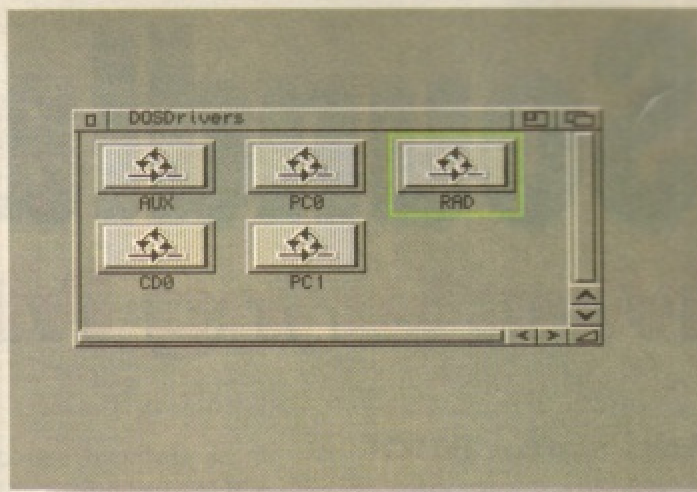
The second way is to obtain another disk drive. By adding a second floppy disk drive, you can keep your Workbench disk in the internal drive and your application program in the external drive. This will save a lot of swapping and in the long run would be £45 to £60 well spent.

If you have more money to spare, a hard drive is the best solution. Hard drives are like very high capacity floppy disks, so you can keep your Workbench and application software on it all the time. When you switch the Amiga on, the Workbench automatically loads – and as a hard disk is much, much faster than a floppy it will take only seconds before your computer is ready to use. Disk swaps for most applications will be banished for ever but if you put a bootable disk in the floppy drive it will still load first, so don't worry about not being able to play games or cover disks any more.

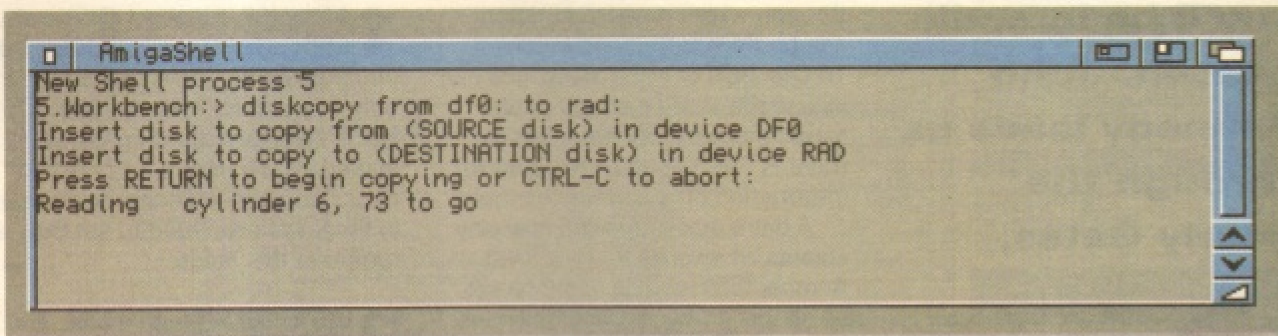
The downside is that hard disks are quite expensive, and a sensibly sized drive (200Mb or more) will cost you at least £200 (although prices of 500Mb 3.5 inch drives have recently fallen drastically if you are willing to try and squeeze a 3.5 inch drive into a 2.5 inch hole: something we'll discuss another time).



▲ The Workbench 3 disk marked "Storage" is the one which contains the drawer we need.



▲ Several different DOS Drivers are supplied as standard. RAD: is the one which we are dealing with, but PC0 will also be extremely useful if you have a PC and need to share data.



▲ Copying a floppy disk to RAD: will only take a minute or two. Remember that the only way to get rid of RAD: is to switch the Amiga off – a warm reset will not clear it.

RADical action

So far all the workable solutions to disk swapping have cost money, which isn't very useful if you are still broke after buying an Amiga in the first place. Here's a trick that will work if either your application doesn't require a lot of memory, or if you happen to have added some extra memory to your trapdoor expansion.

It makes use of a special type of RAM disk (a fake floppy disk held in memory) called RAD: or "Recoverable Ram Disk". To the Amiga, RAD: looks exactly like a floppy disk. The only difference is that it lives entirely in memory and is much faster than a floppy. As an A1200 comes with 2Mb of RAM in total, and a RAD: will take about 900K there is just about enough space left to be useful. Of course, if you have added a 4Mb SIMM to a trapdoor card you're really in business.

First of all, you need to mount the RAD: device. The device driver is not on the Workbench disk as supplied by Commodore, and instead lives on the Storage disk in the "Dos Drivers" drawer. When you find it, double click on it to start it working.

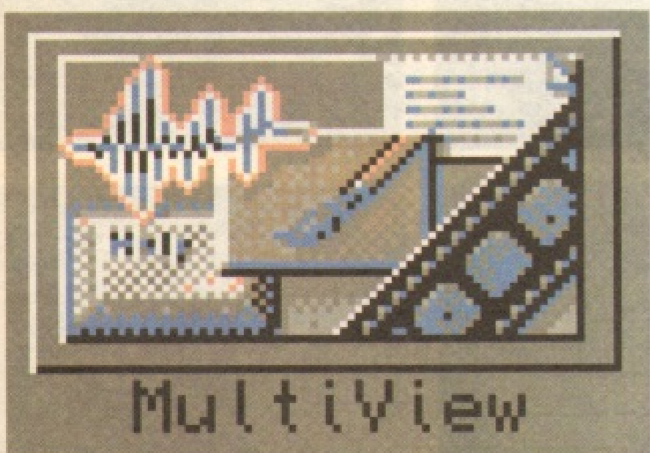
You should be able to see the amount of free memory drop, and you now have a disk-sized gap in memory. Put the Workbench disk back into the drive, and open a Shell window.

Then enter:

diskcopy from df0: to rad:

This will make an exact copy of the Workbench disk, including its ability to boot the Amiga. When the copy has finished you'll see an extra disk icon on the Workbench, called something like "Copy_of_Workbench". Rename it Workbench, and open it up. You should now notice how much faster it is than loading from floppy.

Of course, you aren't limited to copying the Workbench disk into RAD:, but the advantage of doing so is that it makes operations a lot faster. For example, if you now reset your Amiga with the CTRL, Left Amiga, Right Amiga keypress and remove all disks from the drives, the RAD: will boot the computer up much more quickly than from disk. You can then pop your application disk in the drive and try it out. All being well, and memory permitting, you'll have saved yourself a lot of disk swapping! ■



● The MultiView Icon as it will appear on your Workbench. This program will allow you to view almost anything. It will display pictures, animations, sound files, AmigaGuide documents and anything else it can get a data type for.

Soundlab

Mastering Midi

Add some MIDI equipment to your setup, and you'll be in audio heaven. John Kennedy leads us through the Pearly Gates.

As anyone who has heard the latest Amiga tracker modules will tell you, a lot can be achieved with 8 bit internal samples. Unfortunately, there is a limit to the Amiga's hardware: its four channels can be stretched into 8 or more, but the quality starts to deteriorate rapidly. Even adding an external sample replay system like Aura can't solve all the problems, and sooner or later it's time to turn to MIDI.

Using a sequencer program such as the excellent *MusicX 2*, the Amiga can record and replay MIDI information. For example, you can play a piano tune into the sequencer using an external MIDI music keyboard, correct the timing and any bad notes, save it to disk and play it back. MIDI offers a lot more than this though: each MIDI interface has 16 different channels through which note information can be transmitted and received. 16 channels of MIDI messages can all use the same piece of cable simultaneously, but each instrument is only set-up to respond to information on a certain channel.

A drum machine might only play sounds when channel 10 is used. Another tone module might be set-up so that it plays a piano on channel 1 and some strings on channel 2.

A lot of MIDI equipment is "multi-timbral", and a good sound module such as the Korg Or5/W can replay up to 16 different sounds over each MIDI channel.

The audio outputs from all the instruments must then be piped through a mixing desk (and optional effects such as Reverb and Equalisation) before going to tape.

The equipment is pricey, you'll need about £1000 or more for what many would regard as a professional set-up, but second hand gear is affordable. Even the addition of a single MIDI instrument (a £250 synth or drum machine for example) can vastly improve your musical options.

Knock out some tunes

Recording using MIDI equipment is a relatively straightforward process: once you have sussed out how your sequencer works, and how to set the channel information and voices on your synthesisers. Here's how you might go about creating a short tune. The pictures at the bottom of the page illustrate the process.

1 *MusicX 2* is a good choice of MIDI sequencer: it's cheap but pretty powerful. Version 2 adds only a few more features to 1.1, but is still worth getting. When loaded up we have a lot of blank tracks and a metronome to keep us in time. We also need to set the tempo at this stage.

2 We'll start off with a bass and snare drum riff. After tapping in the rhythm from an external keyboard or drum machine, the quantise option will help sort out any timing problems.

3 Next, on a totally different track, the high-hat and cymbals can be played. This image shows one of *MusicX*'s 'features' – the end of track marker (the vertical dashed yellow line) must be just within the end of bar marker or it won't repeat properly. Take off the SNAP TO GRID option and nudge it into place.

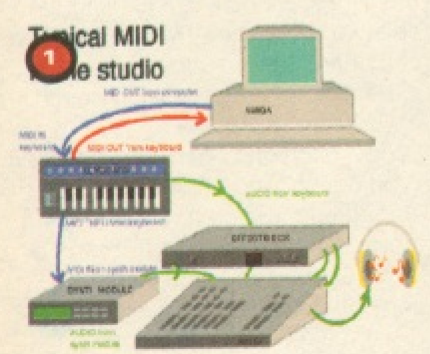
4 After quantisation, the high-hats sounded a bit too loud, but the MusicX velocity scaler allows them to be fine-tuned. Adjusting volumes now offers more control than trying to mix everything at playback time.

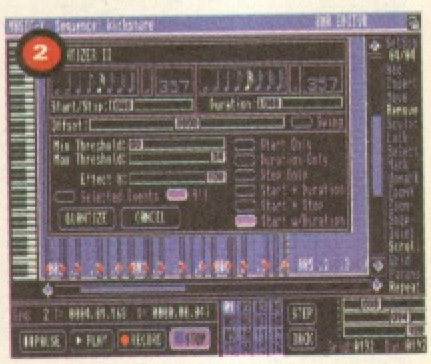
5 Now some pleasant string sounds can be added. Quantisation is important here, but not too much or a lot of information can be lost. I find it's best not to quantise the very start of each note, or if I do I then shift them back or forth ever so slightly to avoid too much of a mechanical sound.

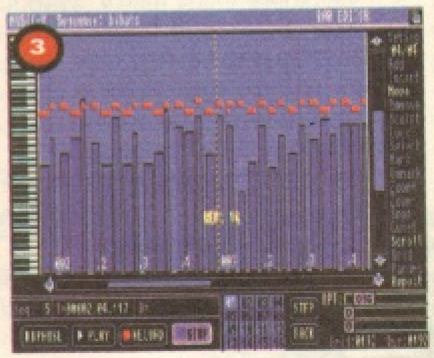
6 I've added a pulse-y bass note using a nearby Novation BassStation (terrific piece of kit, by the way) and now I'm ready to start the song. Beginning with another blank track, and with grid size set to max, I can add each of the previously recorded tracks as PLAY SEQUENCES. *MusicX* is unique in that it can trigger notes or entire tracks in the same way.

7 Each track can be moved into place, and used as many times as you like. Here you can see that the kick and snare pattern starts first, and everything else starts a few bars later. It's also possible to transpose the sequences or double them up for a thicker sound.

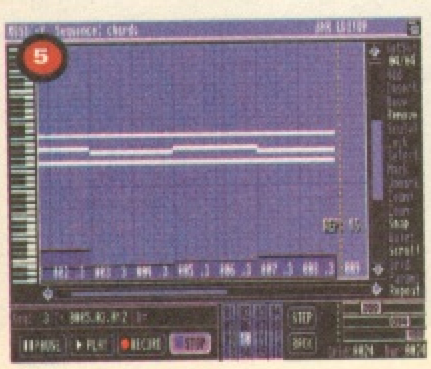
8 And here's the finished sequence. Switch off all the tracks except 'Song' and sit back and enjoy. Now you can adjust the tempo, save it all to disk and get ready to master it to DAT for delivery to your record company.

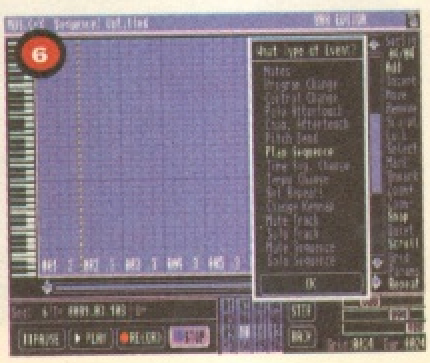


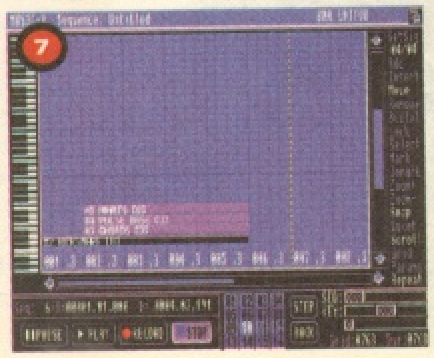


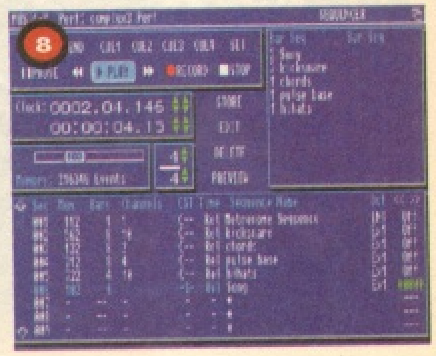












Read on for a solid session of spleen-venting from your fellow readers. If you've got something to say, write to Backchat, CU Amiga Magazine, 30-32 Farringdon Lane, London EC1R 3AU.

BACK chat

Information Hype-way

LETTER OF THE MONTH

Every year throws up another technology bandwagon that's hijacked by the mass media, and blown out of all proportion by people who don't understand it. Previously it was VR and then multimedia, and now it's the Internet that's got everyone foaming at the mouth. According to these self-titled experts, it's going to change our lives. We'll do everything over the Internet. We'll do all our shopping and socialising and day to day work from computer terminals in our own homes. It's going to replace shops, pubs, the postal service, radio, TV, clubs, banks, magazines ... we'll even be having sex over the Internet if you believe the hype!

Frankly, this is a load of crap! We've had modems and bulletin boards for years, but it's only been a small percentage of the most technically-minded computer users that have been interested. Why should it all change now? This time next year, everyone but the propellor-heads will be bored stiff of it all, and the popular media will have dropped the Internet like a hot potato. Then you'll see its coverage retreat back to the specialist press. The world will have realised that the disappointing reality of cyberpunk culture isn't as they first thought. It's not a cross between Robocop and Sid Vicious, it's the far more mundane image of a lonely computer freak tapping away on a keyboard at 2am.

Gordon Stamp
London N18

Talk is cheap

I am writing to you concerning the growing number of software titles that fall into the "talkie" category. This includes Valhalla and most CD-based games, where the programmers for some obscure reason have substituted the spoken word for the more usual written text. This is all very well, but why does everyone seem to think that this practice improves the gameplay? I can tell you that it does not, and I can also tell you why: imagine you are deaf, ok? Now try playing Valhalla. Oh dear. Terrible isn't it?

Fortunately, I realised early on that this was an entirely speech-based adventure. I immediately boycotted the program, as I am deaf and have been for ten years. I object to this type of program, as it excludes me. Don't you think deaf people can play computer games? If I want to be discriminated against, I'll go to my local pub and act stupid. I don't expect to see discrimination in the computer store. Think about it, as that is exactly what this is.

I don't object to all speech or indeed sound. I'm definitely pro-sound, but it is bloody annoying that when you have lost your hearing you start to be excluded, and computer games, for me, have always been an escape. It pains me to be excluded from them. The forthcoming Magic Carpet from Bullfrog is apparently going to have loads of speech. I'm going to beg people like Peter Molyneux and others to include an option to switch between either spoken word or written text.

Ian Anderson
Leicester

I'd just like to say ...

There's been a lot said, all guess work, about what the new Amigas should be like, in my opinion all of it without vision; so here's what I would like to see ... (cut! – Ed)

James Gilfillow
Hexham, Northumberland

Afraid we'll have to stop you there. We don't have room to reproduce your letter in full, it came on six sheets of A4 paper (written on both sides) and takes this month's prize (nothing) for least environmentally friendly correspondence.

How not to scrounge

Please may you send me free Megadrive and a book. How are you? Me I am fine.

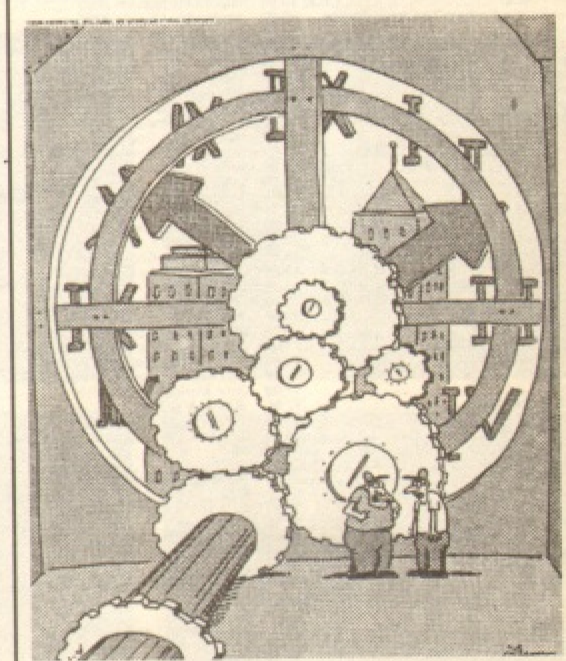
Musckiwa Lewis
Harare, Zimbabwe

We are fine thanks. Buy your own Megadrive!

Bag of Sensi

I recently bought *Sensible World Of Soccer* after reading your 96% review. I loved the game's previous incarnations and waited for this version with baited breath. However, after playing it non-stop for a couple of weeks, I have started to wonder whether it is all it has been cracked up to be. For instance, I have just been knocked out of a competition by Derby County 3-0, when I was Manchester United. You would expect more from a *Sensi* veteran like myself. The reason for this embarrassing result was that the Sensible boys, to cut down on score-lines, have made even goalies from the First Division invincible. A better way to keep results realistic would have been to make defenders

THE FAR SIDE By GARY LARSON



"Hey! You don't tell *me* what makes 'er tick! *I* know what makes 'er tick, sonny boy!"

better, but now they're even worse. You now need two defenders to dispossess a striker: one to bring him down (!?), and a second to kick the ball away.

There's no doubt that SWOS is a great game, but I think the Sensibles have tried to improve the game's realism in the wrong way. If they were to make the defenders have inspired games and not let the goalies save dead-cert goals, then they'd have a real epic game on their hands.

Jonathan Robbins
Abingdon, Oxfordshire

Sound advice

I'd just like to say thanks for consistently excellent music coverage in CU Amiga. As music is my main passion, I often scan the rest of the Amiga mags for music features and reviews, and I'm usually disappointed. Half of them seem to think that we musicians want to know things like the ins and outs of the MIDI file format specification. We couldn't care less! We just want to make good music, not learn to program!

The one suggestion I would like to make, is that you could try covering a bigger variety of Amiga music software, not just concentrating on *OctaMED* (excellent though it is). It would be brilliant if you could give us the same level of help with say *Music X* and *Bars and Pipes*, and *Protracker* of course, which is probably the most popular of them all. Thanks especially to Tony Horgan for the continual stream of honest reviews and sound advice, and long may it continue! By the way, I'm not the bloke out of 808 State, I've just got the same name!

Graham Massey
Crewe

DIY PD

I am interested in selling PD disks and I was hoping that you might point me in the right direction. For example:
1. How do I obtain PD disks to sell?
2. How do I go about cataloguing the disks on disk?
Your help on this matter would be appreciated.

Phil Hillier
Clwyd, Wales

1. You can get PD disks from a number of sources, such as bulletin boards, direct from any programmers you know, or from other PD libraries.

2. Keeping a catalogue of these disks is simple. You start with disk number one, give it a number (let's say 101 so as not to look like you've got a small collection), and you enter its details into a database program, or simply make a list of your disks with a word processor. If you want an auto-booting catalogue disk, order one from an established library, and replace the text files and logos with your own. That should give you a head start. Now, that wasn't too difficult was it?

Comic Comments

What a brilliant coverdisk ComicSetter was (CU Amiga Magazine January 1995). "Serious" software is all very well, but I'd much rather use my Amiga to make comics and posters than do home accounts! And with the free manual, it really makes the complete package. I'll be sending you the results of my hard work pretty soon. Until then, keep up the good work, and don't stop giving away those great full price programs. By the way, would you prefer my comic when it's finished on disk, or as a print out?

Craig Willis
Doncaster

We've had a tremendous response to the ComicSetter issue. It looks like being one of our most popular coverdisks ever! We'll print the best reader comics in a future issue. They'll reproduce a lot clearer in the magazine if we have them on disk, but hard copy printouts would also be appreciated. Going by those we've received already, there's a lot of talent out there. Anyone who missed out on the January 1995 issue of CU Amiga Magazine can still get a copy from our back issues department while the limited stocks last. Call them on 0858 468888.

Telly Games

I was watching the TV the other day, and they had one of those games you play over the phone – you know, when you shout "North", and someone hidden behind the screen is supposed to move the joystick up, but normally moves it left instead or something, and you have to go round collecting worms and dodging the cactus. I thought, they've probably got a really expensive computer to play that game, but it's still a load of rubbish, probably because it runs in 16 million colours which makes it too slow. Then I thought, why don't I offer them one of my games, written in AMOS? I've written versions of Pacman, Snakes, and Light Cycles. They could ditch the expensive computer and save a lot of money. Do you think my games would be good enough for them?

Ian Muggeridge
Bury St Edmonds

You do go on a bit don't you. Haven't you heard of the magic of TV, as promoted by Wogan, Edmunds etc? Still, we had a quick show of hands in the office, and agreed that Pacman, Snakes and Light Cycles must be the oldest, simplest and most tedious computer games in history. Based on that, we would say yes, the TV companies would probably jump at the chance of using them.

WRITE TO US NOW!
Send your letters to: Backchat CU AMIGA, 30-32 Farringdon Lane, London EC1R 3AU.
•CU AMIGA reserves the right to edit your letters and assumes that unless stated otherwise all correspondence is for publication.

TEAM TALK

In the fine tradition of all top international lifestyle magazines CU Amiga Magazine presents a list of things that are 'de rigeur' and those that are not, for connoisseurs and the like.

ALAN DYKES



In:
- Extra-thick wetsuits
- Smug grins
- Jeremy Beadle

Out:
- Being sick on the tube
- Whigfield
- Slow Amiga Doom clones

Sandwich of the month: chicken tikka on rye.

LISA COLLINS



In:
- Damon out of Blur
- The sultry look
- My fans

Out:
- Jungle
- Winter
- Gary Glitter

Sandwich of the month: tuna and sweetcorn

ANDY LEANING



In:
- Anne and Nick
- 3D graphics
- Cute screen-savers

Out:
- Yellow T-shirts
- Beat 'em ups
- Egg sandwiches

Sandwich of the month: plain dry chicken.

TONY HORGAN



In:
- Luminous ray guns
- Dinner at mum's
- Gale reference monitors

Out:
- Internet
- Detroit techno snobs
- Beth Jordache's mum

Sandwich of the month: toasted cheese and banana.

HELEN DANBY



In:
- The Supermarket Sweep man
- Hunky chunky almonds
- I Can't Believe It's Not Butter

Out:
- The Sooty and Sweep man
- Just Brazils
- Butter

Sandwich of the month: stewed apple and jam.

JOHN KENNEDY



In:
- Analogue synthesisers
- The Internet ; -)
- Debbie McGee

Out:
- Dodgy mugshots
- Novelty slippers
- The weather forecast

Sandwich of the month: chips with ketchup.

NEXT M

GRAPHICS AND VIDEO

You've seen how your Amiga can be connected up to almost anything (kitchen sink excluded). Next month we show you how to make the most out of camcorder and video sources. For everyone, from beginner to expert, you'll be amazed with what you can do.

PUBLIC DOMAIN SPECIAL

Public domain, shareware, licenceware; whatever you call it you know you're on to a good thing. Every month in CU Amiga we review the best and the cheapest software, utilities and collections available on disk and CD – next month we give you the complete guide to all essential PD. Featuring:

- GAMES
- UTILITIES
- FONT AND GRAPHICS LIBRARIES
- CD-ROMS

AND MORE ...

PLUS

Directory Opus 5
Octamed 6
DPaint 5 (if we're lucky)
Photogenics 1.1
Modems
Printers ...

(you get the idea)

Super Skidmarks – review and NETWORK compatible demo!
Flight Of The Amazon Queen
High Seas Trader
Frontlines
CD32 Lost Eden
CD32 Nick Faldo's Golf (with speech!)
And more ...

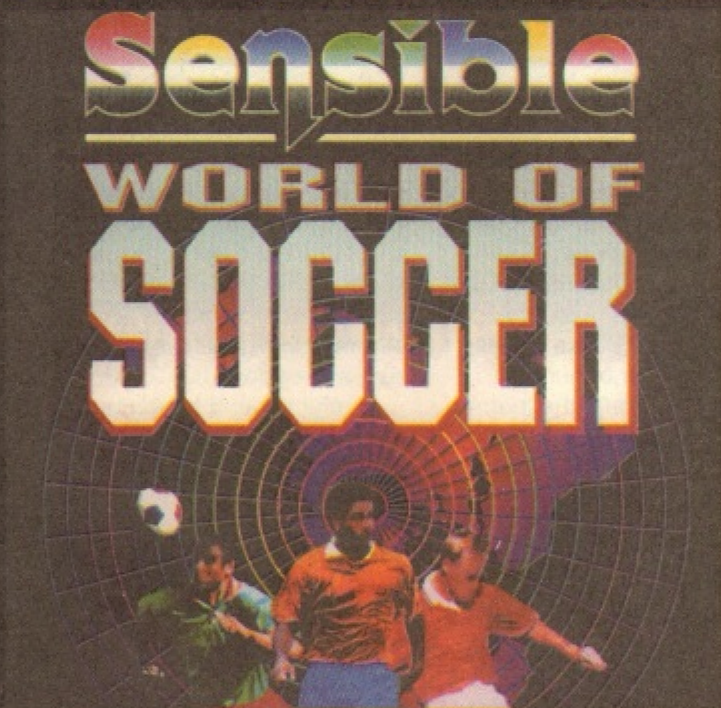
MONTH

Sensible World Of Soccer FANCY FOOTBALL LEAGUE









Have you picked your team? You'd better, 'cos next month we'll have the results from the first games. Has all that money you spent on Shearer paid off, or would you have been better off putting some eggs in another basket? Find out on

19th MARCH

CU AMIGA MAGAZINE

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(Tick relevant box)

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My Address is ....

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Points of view



Internet Pests

Has Comms become a fashion accessory for the digital socialite? Alan Dykes thinks so ...

I can't do anything these days without hearing 'The Internet' being mentioned by someone or other. On the street, in pubs and restaurants, on trains and planes, in my own home on the radio and television and, of course, the national newspapers. 'The Internet' is bandied about like some magical solution to the worlds problems. It casts a spell on the audience and bestows great importance on he who has just mentioned it. It implies that the speaker is not only up to date with current trends and technology but also has some deep, mystic knowledge which most of the population will never, ever grasp.

Let's get things straight. The Internet cannot hope to solve world famine. It can not and will not improve the lives of the homeless children who are being shot by hired guns on the streets of Rio de Janeiro. You will never be able to contact God on the Internet and it will never prevent a nuclear war. In fact if a nuclear war actually happened, even a limited one, the whole Internet would become useless as global communication is thrown into electromagnetic turmoil.

Of course the Internet itself, the physical backbone of the system that is, has been designed to survive this eventuality, but you can be sure that BT won't be sending engineers round to your house too quickly. And so comms would become once more an abbreviation for sitting around a camp fire in the midst of winter (nuclear) talking about the weather.

Unless we have lost the use of our voices altogether by that stage. If you stretched the reasoning of some Internet prophets far enough, we could all be communicating on-line in the not too distant future, making our vocal chords redundant in much the same way as standing up and halting our consumption of grass and shrubs has made the appendix little more than a useless and painful reminder of our past.

Don't get me wrong, the Internet is a brilliant innovation. Anything which allows me to me contact the USA, Australia, Hong Kong or Bognor Regis in moments and then download software, graphics files, text, music or whatever I like gets full marks in my book. But it has become an 'information superhighway' or 'infobahn' in more ways than are immediately obvious from association with these two overused and cliched phrases.

It has sprouted and grown in much the same way as its concrete counterparts, and is as difficult to police effectively. Viruses and hackers (and their effects) could be viewed in the same light as earthquakes and terrorists. But for me the most annoying similarity is with some of the users, not the thing itself. There are slow users and fast users. People using it for pleasure, profit and theft. People with fast modems and slow modems, with all sorts of different models of computer. And there are show offs. The people who come up behind you at 100mph on the road, flashing their lights, honking their horns, with their bored out V8 engines, massive egos and unrivalled knowledge of everything on planet earth.

And they're on the bloody Internet. They've even invented their own language! I'm sorry, but although I use the Internet I do not want to be referred to as an infonaut or cybernaut. I do not 'surf the world wide web', I surf in the Irish sea. I don't use the 'information super highway', I'm not breaking any 'electronic frontiers', I'm not part of any 'digital revolution', and I sure as hell don't use 'cyberspeak'.

It might sound boring but I 'leave messages' in other people's mail boxes. My Amiga is connected to the rest of the world through a 'phone socket' and I generally use 'English', though anyone who has seen me typing fast might doubt it.

Go on-line, you won't regret it. There really is a whole wide world out there to explore, but beware of the road hogs, flash gits, prophets and geniuses along the way. Be especially wary of anyone remotely connected with self promotion or profit making via the Internet: those selling server space, bulletin board access, comms packages, modems, hard drives, magazines, their personal knowledge of the mystic 'net etc. You need advice and equipment but don't be forced into anything because it is over-hyped and heavily marketed. The basic concept is still simple.

Vested interests and major corporations have ruined many things in the name of profit, and while everything is either free or relatively inexpensive now you can be sure that, like satellite and cable TV, it will become expensive in the long term.

A century ago, we are led to believe, Levis jeans used to be genuine workwear, cheap and functional. Now they're an expensive, branded lifestyle accessory. What chance does the Internet stand? ■

The opinions expressed in this column are not neccessarily those held by CU Amiga Magazine. If you hold an opinion on the Internet or any other Amiga related topic then email us at CUAMIGA@cix.compulink.co.uk.

ESP Sports Management

PROFESSIONAL FOOTBALL MASTERS 5
VERSION 5

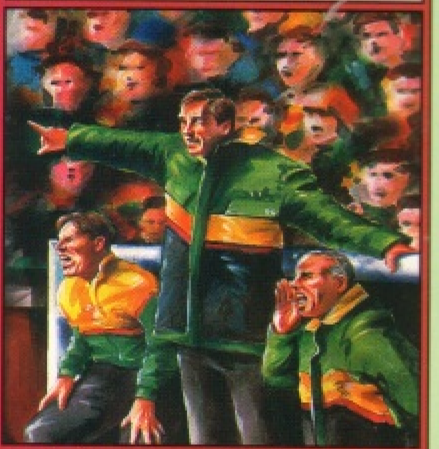
The Most Innovative Football Management Game Ever.

On the hardest level this very realistic simulation will test you to the limit. See if you've got what it takes to master the professional football league managers job using the most refined game available today.

In 1989 E.S.P. were the first company to create a commercial football management game solely dedicated to the 16 bit computers. Since then, we've been continuously devising new features with the direct consultation of hundreds of management game fans. This winning combination has created the most accurate representation of what football management is all about. Once you try it, you'll realise that the rest have merely been following our numerous leads in this field. It's impossible to do justice to the hundreds of meticulous refinements included in this game but you will find a large proportion of the most significant below:-

Managers : 1 to 4 Human players, Performance statistics, Manager of the month/season, Pick any team in any division to start with, Automated features to make the game as easy or hard as you like.
League & Cup : Premier 22 teams, Division 1,2 & 3 have 24 teams, Play-offs, Tables. 7 Cup competitions with precise rules (2 legs, extra time, away goal rule, seeded draws, European Cup tables, 5 subs, non-domestic player restrictions etc.)
Games : Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent, a plethora of statistics.
Players : Real life statistics for 94/95 season, updated monthly. Real positions, height, age. Live transfer market, Contract & wage negotiations, Preferred foot (left/right/both), Loans, Injuries, Training, Special talents, Trainees, Goalkeepers (separate skill categories), Defenders, Midfielders, Attackers & Utility, Retirements, Foreign transfers, Unhappy players, Top 10 Hot shots.
Team : Tactics (1000 different combinations), Training, Aggression, Formation allows specific player field settings (Winger, Sweeper etc.).
Club : Sponsorship, Ground improvements, View opponent, Finances.
The Match : Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.
Other : Fast load/save, Printer access, Over 30 options to set various game preferences, User friendly throughout with an excellent instruction book. Personal technical support if required. **SCOTTISH, ITALIAN & GERMAN VERSION 5's** coming soon.
Editor: Allows you to amend various items in saved games. Optional Extra.

Places now available in our 94 manager PBM service and a limited number of Play By Mail operator licenses. Call Us For Further Details.



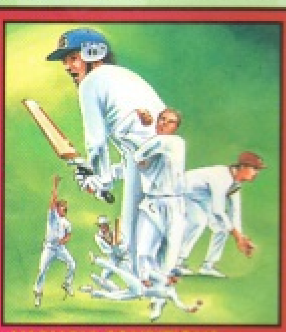
THE PULSE Horse Racing Tipping System

If you want the best horse tipping software that money can buy, then THE PULSE is it. The whole package has been developed by a professional punter. A fact, instantly recognised by many other well informed buyers of this product. The advise contained within the instruction book alone could save you plenty of wasted bets and anyone serious about reducing their losses or increasing their gains could not find a better tool to assist their aim.

• The mystic of horse racing is unlocked with the simple instructions, user friendly program and top class technical support. • In the last Open National Tipping Competition (1991) organised by Racecall this programs predictions came 2nd out of thousands of entries which led to a serious approach from a well know bookmaker, rejected in favour of supporting the public. • A wide range of built in statistics make rating a race a quick and easy job, compared to other available systems. • To keep the program constantly up-to-date monthly updates are recommended . If the general program guide-lines fail to break even we send free updates to all entitled purchasers. Prices range from £25 to £40 depending the on length of subscription undertaken. • Specific details on some horses to follow, as recommended by a variety of inside sources is provided with each monthly update. • There's been many reviews in the press and under a variety of scrutinising conditions. All were very positive about the programs ability to perform well and a full summary of the developers results from main meetings since January 1993 is available upon request.

WORLD CUP CRICKET MASTERS

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below:-



PLAYER VARIETY
- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.

GAME OPTIONS
- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

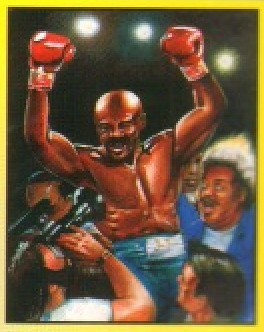
FRIENDLY CONTROLS
- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

STATISTICS
- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

VARIABLE CONDITIONS
- Surface and pace of pitch
- Rain, bad light, cloud cover, temperature and humidity.

ANIMATED ACTION
- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catch, run outs.
- Bouncers, wides and no balls.

BOXING MASTERS



A fabulous game which concentrates on the management of up to 3 Heavyweight boxers. It's quite different to most other management style games since it has a high proportion of interaction with computer controlled human personalities. ie. negotiations with other managers, boxer contracts, staff recruitment and publicity events. There are many other conventional tasks for the manager like scouting for new boxers, finance, training and even fight tactics are part of your responsibility: using full arcade action you can participate in your boxers' performance inside the ring itself or, if you prefer, direct them from the ringside. Two player mode available, Sparkling graphics are used throughout the game and full details on the games major concepts follows:-

- The game has 100 ranked boxers with fourteen shown attributes, retirements on age and injury.
- Negotiate fight deals with twenty other boxing managers, arranging the size of the purse, the venue and the date etc.
- Choose any one of ten publicity stunts to pull in the crowds to your fights: press conferences, television, public brawls etc.
- You can appoint and fire a scout, physio, cornerman and a trainer. Training methods include punchbags, speedball, weights, roadwork and sparring.
- Your boxers can fight for World, European or National titles with mandatory defence. • The boxers performance in the ring is shown very graphically.
- A variety of tactics can be utilised during a fight; i.e. punch to the head, the body, inside and numerous time-wasting tactics.
- Fifteen ringside judges each have their own individual scorecards which are shown on the screen as the fight unfolds so that you can measure your fighter's performance. The reality of the fight is increased even more by the powerful sound effects of the crowds presence and the noise of the punches making contact.
- A wealth of statistical data which can be viewed and printed and should cover every desire. • Load and save facility • Comprehensive instruction book.

Formula 1 Challenge
VERSION 4.5

This motor racing simulation is an incredibly addictive game for 1 to 4 players that has been developed over a period of years by true fans of the sport. You start the game with just one car & driver with the aim of building your team to win the drivers and constructors championship. All circuits, drivers, teams, car graphics, rules, engines etc., are accurate for the 1994 season and can be updated. Excellent presentation with full sounds effects. The sensational world of Formula One awaits.

- Watch races as they unfold, three levels of highlights.
- Crashes, spins, pile ups, car failures, stop/go penalties.
- Weather changes, fastest & record laps, make pit-stops.
- Four independent levels of difficulty.
- Accurate and detailed graphics of the teams, circuits etc.
- 15 teams, 2 cars per team, 50 drivers with varying skills
- Complete engine and tyre contracts, sponsors.
- Choose tyre compounds, train your pit crew.
- Tune your engines, change wing settings.
- Qualifying, 16 accurate championship circuits
- News section, realistic sound FX, weather forecasts.
- Load/save games, statistics saved, latest FISA rules.
- Full drivers and constructors championships.
- Fully descriptive instruction book.



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OUR ADDRESS

ESP SOFTWARE DEPT CU
PO BOX 557,
Southend-on-Sea,
Essex SS1 2NB. England.
TEL. (01702) 434600
FAX. (01702) 613747

MAIL ORDERS

All the programs featured in this advert are available by direct mail.

ST 512K S/S	ST 512K D/S	ST 1MB	AMIGA 1MB	P.C.	DESCRIPTION CU AMIGA	PRICE	TOTAL
					PROFESSIONAL FOOTBALL MASTERS 94	24.95	
					P.F.M. EDITOR	12.00	
					THE PULSE - RACING SYSTEM	75.00	
					BOXING MASTERS	24.95	
					FORMULA 1 CHALLENGE V4	24.95	
					WORLD CUP CRICKET MASTERS	24.95	

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